DON'T BUY AN AMIGA GAME UNTIL WE SAY YOU CAN

AMIGA POWER

THE MAGAZINE WITH *ATTITUDE*

COURT FRICTION

These fellows star in Super Tennis Champs. They urge you to buy their game. We who value our lives concur.

HEY! MARVIN! IT'S ISSUE 56'S DISK!

1

COALA

Fly, hover, turn and shoot bad people. Or good people, for here you can choose your side. A bit like in pool.

PLORRDS

It's mathematical, it's puzzley, but most of all it's fun to play. Use special skills to thwart the computer or another human being! Except Carol Vorderman.

AMIGA POWER

PLUS! PUB QUIZ

MARVIN?

2

PENGUINS

Ever yearned for a job guiding penguins through a hazardous course of tricky trickster traps? Fantasise no more for we've heard your pleas AND RESPONDED.

POING 3

A bat. A ball. Some bricks. It is almost as if Breakout had been turned on its side but none of the pieces had fallen off.

They also draw your attention to reviews of Coala, Citadel, Dungeon Master 2 and, *at last*, Alien Breed 3D. Thank them.

Future PUBLISHING
Your guarantee of value

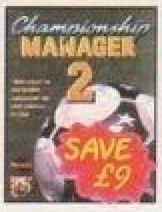
12
9 77096

SUE 56

Membership Card Sales: 01279 600204

Special Reserve

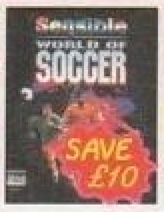
The Discount Club



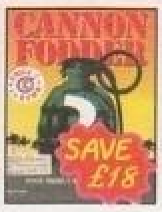
CHAMP MGR 2
20.99

SAVE £9
FEARS

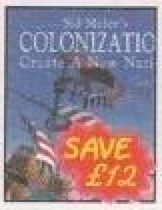
FEARS
20.99



SENSIBLE WORLD
19.99

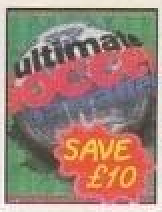


CANNON FODDER 2
11.99

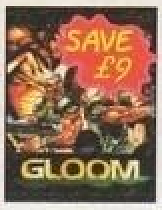


COLONIZATION
22.99

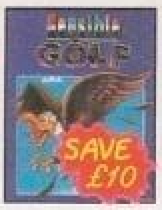
F1 GRAND PRIX
10.49



ULT SOCCER MGR
19.99



GLOOM
20.99



SENSIBLE GOLF
19.99

BODY BLO
3.99

NOP = not A500 +, A600 or A1200
NO12 = will not work on A1200
512K = will work on 512k machines
HDR = Hard Drive Required
EDR = External Drive Required
• = NEW Item
XS SAVER = deduct amount shown until date shown

A1200 GAMES

ALADDIN	12.99
ALIEN BREED - TOWER ASSAULT	15.49
ALIEN BREED 2	8.99
ALIEN BREED 3D	20.99
ANDRE AGASSI TENNIS	20.99
BALDIES	19.99
BODY BLOWS	11.99
BODY BLOWS GALACTIC	18.99
BRUTAL	19.99
CIVILISATION AGA	13.99
COLONIZATION	22.99
CORE COMPILATION VOL 1 BANSHEE, SKELETON KREW, HEIMDALL 2	**19.99**
DETROIT	21.99
DUNGEON MASTER 2	23.49
FEARS	20.99
FIELDS OF GLORY	12.49
FOOTBALL GLORY	14.99
GLOOM ('DOOM' CLONE)	20.99
GUARDIAN	19.99
HEIMDALL 2 - BANE OF ASGARD	17.99
HIGH SEAS TRADER	22.49
IMPOSSIBLE MISSION	12.99
JUNGLE STRIKE	12.99
KINGPIN	10.99
MORPH	3.99
NEW WORLD OF LEMMINGS	22.49
ODYSSEY •	20.99
ON THE BALL - LEAGUE EDITION HDR	12.49
PGA EUROPEAN TOUR	14.99
PINBALL ILLUSIONS	19.49
POLE POSITION	19.49
PUSSIES GALORE	17.99
ROAD KILL	12.99
ROBOCOD (AEG)	3.99
SHADOW FIGHTER	10.99
SIM CITY 2000 HDR/5MB	21.99
SIMON THE SORCERER	14.99
SIMON THE SORCERER 2	23.99
SKELETON KREW	18.99
SOCCER SUPER STARS	9.99
SUB WAR 2050	18.99
SUPER LEAGUE MANAGER	19.49
SUPER STARDUST	18.99
THEME PARK	22.99
UFO - ENEMY UNKNOWN	22.99
ULTIMATE SOCCER MANAGER	19.99
WEMBLEY - INT'L SOCCER	17.99

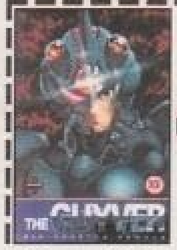
A1200 UTILITIES

BRILLIANCE V.2 AGA PREMIER PROFESSIONAL ART PACKAGE WITH MANY FEATURES NOT AVAILBLE ON SIMILAR PRICED PACKAGESE HDR	48.99
PC TASK V.3.1 SOFTWARE PC EMULATION SYSTEM WINDOWS COMPATIBLE WHEN USED WITH A4000. REQUIRES MSDOS 3.3 OR ABOVE. (INSTALLABLE)	59.99
PHOTOGENICS V1.2. THE ULTIMATE GRAPHICS AND MANIPULATION PROGRAM WITH MULTIPLE FILE FORMAT SUPPORT (INCLUDES IFF, GIFF, JPEG) AND MANY EDITING FEATURES RATED 95% BY AMIGA FORMAT (INSTALLABLE)	53.99
VISTA PRO (LITE) POWERFUL SCENERY CREATOR AND ANIMATOR. WILL RUN ON STANDARD 2 MB A1200 HDR	26.99
WORDWORTH V.3.1 AGA WORD PUBLISHER. PREMIER TOP QUALITY WORD PUBLISHER PACKAGE. EDR OR HDR	57.99

AMIGA GAMES

A-TRAIN + CONSTRUCTION SET	9.99
A10 TANK KILLER	12.99
ALIEN BREED TOWER ASSAULT (512K)	14.99
ALIEN BREED 2	8.99
ANDRE AGASSI TENNIS	18.99
APPROACH TRAINER •	29.99
ARCADE POOL	7.99
AWARD WINNERS 3 CIVILISATION, ELITE 2, LEMMINGS	**20.99**
B17 FLYING FORTRESS	12.99
BALDIES	19.49
BEAU JOLLY COMP CANNON FODDER, SETTLERS, CHAOS ENGINE, T2	**17.99**
BIG 100 (100 SHAREWARE GAMES)	8.99
BLACK CRYPT	10.99
BODY BLOWS	3.99
CANNON FODDER	12.99
CANNON FODDER 2	11.99
CENTERFOLD SQUARES	4.99
CHAMPIONSHIP MANAGER 94/95 (END OF SEASON DATA DISK)	7.99
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK)	14.99
CHAMPIONSHIP MANAGER ITALIA 95	17.99
CHAMPIONSHIP MANAGER 2 (95)	20.99
CHAOS ENGINE (512K)	9.49
CHAOS ENGINE 2	22.99
CLASSIC COLLECTION - DELPHINE FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS	**18.99**
CLASSIC COLLECTION - LUCAS ARTS MONKEY ISLAND, INDY JONES ADVENTURE, LOOM, MANIAC MANSION, ZAK MCKRACKEN	**19.99**
CLUB FOOTBALL - THE MANAGER	9.99
COLONIZATION	22.99
COLOSSUS CHESS X (NO12)	4.99
CORRUPTION (M/SCROLLS) (512K)	4.49
CRICKET CAPTAIN (NOP)	4.99
CRICKET MASTERS (ESP)	20.99
DAILY DOUBLE HORSE RACING	4.99
DESERT STRIKE	10.99
DETROIT	21.99
DOGFIGHT	12.99
DUNE	11.49
DUNE 2 - BATTLE FOR ARRAKIS	13.99
ELITE (512K)	4.99
ELITE PLUS	12.99
EMBRYO (512K)	14.99
EYE OF THE BEHOLDER	12.49
EYE OF THE BEHOLDER 2	12.49
F117A STEALTH FIGHTER 2.0	12.99
FIELDS OF GLORY	13.99
FIFA INTERNATIONAL SOCCER	17.99
FOOTBALL DIRECTOR 2	4.99
FOOTBALL DIRECTOR 3 •	20.99
FORMULA 1 - WORLD CHAMP ED (512K)	20.99
FORMULA 1 GRAND PRIX (512K)	10.49
FORMULA 1 MASTERS	20.99
GLOOM DELUXE •	20.99
GOAL (512K)	5.99
GRAHAM GOOCH - TEST MATCH	19.49
GRAHAM GOOCH WORLD CRICKET	15.99
GREMLIN COMPILATION VOL 2 ZOOL 2, LOTUS 3, PREMIER MANAGER 2, SPACE CRUSADE	**18.99**
GUNSHIP 2000	14.99
HEART OF CHINA	12.99
HEIMDALL 2 - BANE OF ASGARD	17.99
HEROQUEST 2 - LEGACY OF SORASIL	9.99
HISTORYLINE 1914-18	12.99
INDIANA JONES FATE OF ATLANTIS	13.99
INNOCENT	9.99
JINXTER (512K)	4.49
JUNGLE STRIKE	12.99
JURASSIC PARK	12.99
KGB (512K)	11.99
KINGPIN	10.99
KNIGHTS OF THE SKY	12.49
LEMMINGS 2	9.99
LOMBARD RAC RALLY (512K)	6.99
LORDS OF THE REALM	21.49
LOST VIKINGS (512K)	9.99
LURE OF THE TEMPTRESS	11.99
MAN UTD - THE DOUBLE	22.99
MICRO MACHINES (512K)	12.99
MICROPROSE GOLF	7.99
MORTAL KOMBAT 2	19.99
MR BLOBBY (512K)	4.99
NICK FALDO'S GOLF (512K)	6.99
ON THE BALL - LEAGUE EDITION	12.49
ON THE BALL - WORLD CUP EDITION	12.49
PGA EUROPEAN TOUR	12.99
PGA TOUR GOLF (512K)	11.99
PINBALL DOUBLE PACK PINBALL DREAMS & FANTASIES	**17.49**
PINBALL FANTASIES (512K)	9.99
PLAYER MANAGER 2	15.99
POLICE QUEST 3	12.99
POPULOUS & PROMISED LANDS (512K) (NO12)	10.99
POWERDRIVE	9.99
POWERMONGER + WW1 DATA DISK (512K)	11.49
PREMIER MANAGER 3 + EDITOR	13.99
PREMIER MANAGER 3 EDITOR	9.99
PRIMAL RAGE	22.99
PRINCE OF PERSIA	6.99
REACH FOR THE SKIES (512K)	11.99
RISE OF THE ROBOTS	14.99
ROAD RASH (512K)	10.49
ROME AD 92	12.99
RUGBY LEAGUE COACH	16.49
SCRABBLE (512K)	12.99
SECOND SAMURAI (NO12)	6.99
SECRET OF MONKEY ISLAND	12.99
SECRET OF MONKEY ISLAND 2	12.99
SENSIBLE GOLF	19.99
SENSIBLE WORLD OF SOCCER	19.99
SETTLERS	15.49
SILENT SERVICE 2 (NO12)	11.99
SIMON THE SORCERER	14.99
SKID MARKS	12.49
SPACE LEGENDS WING COMMANDER, MEGATRAVELLER, ELITE	**11.99**
SPEEDBALL 1 & 2 (512K)	7.99
SPERIS LEGACY	18.99
SPORTS MASTERS PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPS 1992	**13.99**
STABLE MASTERS (ESP)	20.99
STEVE DAVIS WORLD SNOOKER	4.99
STRIKER MANAGER	4.99
SUPER LEAGUE MANAGER	17.99
SUPER SKID MARKS 2	20.99
SUPER STREETFIGHTER 2	23.99
SWIV (512K) (NOP)	4.99
SYNDICATE	12.99
THE LOST TREASURES OF INFOCOM 1 20 CLASSIC TEXT ADVENTURES (512K)	**19.49**
THEME PARK	22.99
TORNADO	12.99
UFO - ENEMY UNKNOWN	20.99
ULTIMATE SOCCER MANAGER	19.99
WING COMMANDER 1	5.99
WINTER OLYMPICS	9.99
WORLD CUP YEAR 94 GOAL, CHAMP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER	**12.99**
WORLD OF GOLF •	20.99
ZEEWOLF	11.99
ZEEWOLF 2 •	23.99
ZOOL 2	4.99

WHEN YOU JOIN:



Buy any item at the same time as joining or renewing for one year and we'll give you

GUYVER 1

Animated Action MANGA VIDEO (Rated 15)

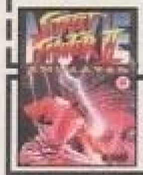
OR

SUPERMODEL KELLY

Top quality laminated MOUSE MAT

ABSOLUTELY FREE

Just state your choice as you order. Overseas members add £2 carriage. Existing member can renew early to take advantage of these offers



NEW from Manga Video
STREET FIGHTER 2 ANIMATED MOVIE
rated 15 VHS tape
12.99

XTRA SAVINGS ON VIROCOP & FLIGHT OF AMAZON QUEEN

VIROCOP
SAVE £11
BEST BUY

UNTIL OCT 31ST

FLIGHT OF THE AMAZON QUEEN	19.49

XS VIROCOP - **DEDUCT £3** UNTIL DEC 28

SAVE A FURTHER £3 OFF OUR DISCOUNT PRICE

VIROCOP (A1200)	19.99
VIROCOP (A500/600)	19.99

XS VIROCOP - **DEDUCT £5** UNTIL NOV 21

RRP = £25.99 SRP = £19.99 - £5 SAVE £11.00

AMIGA UTILITIES

DELUXE PAINT 3 VERY POWERFUL ART AND ANIMATION PACKAGE (INSTALLABLE)	9.99
GB ROUTE PLUS POWERFUL AND EASY TO USE ROUTE PLANNING SYSTEM. (INSTALLABLE)	36.99
KINDWORDS 3 FULLY FEATURED VALUE FOR MONEY WORD PUBLISHER. (INSTALLABLE)	21.99
MINI OFFICE INTEGRATED WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES. (INSTALLABLE)	34.99
ORGANISER PERSONAL INFORMATION MANAGER FROM WORDWORTH'S PUBLISHERS	39.99
PUBLISHER EASY TO USE PAGE LAYOUT PACKAGE . PROFESSIONAL DESKTOP PUBLISHING NO12/EDR/HDR	22.99
WORDWORTH V1.2 SPECIAL EDITION PROFESSIONAL MULTI FUNCTION WYSIWYG WORD PROCESSOR	14.99

CD32 SOFTWARE

17 BIT COLLECTION 2 CD's MASSIVE 2 CD SET OF GAMES, DEMOS, MUSIC AND GRAPHICS	**31.99**
17 BIT CONTINUATION HUGE FOLLOW UP COLLECTION TO 17 BIT COLLECTION	**19.99**
AKIRA	19.99
ALIEN BREED - TOWER ASSAULT	20.99
ALIEN BREED 3D	22.49
ANDRE AGASSI TENNIS	20.99
ARCADE POOL	10.99
BATTLECHESS	18.99
BRUTAL FOOTBALL	16.99
BUBBLE AND SQUEAK	15.99
CANNON FODDER	12.99
CDPD VOLUME 1 FRED FISH DISKS 1-660 AND LOTS OF PD/SHAREWARE	**19.99**
CDPD VOLUME 2 FRED FISH DISKS 661-760 PLUS SCOPE DISKS 1-220, AB20 ARCHIVES AND LOTS MORE PD/SHAREWARE	**19.99**
CDPD VOLUME 3 FRED FISH DISKS 761-890 AND LOTS OF GRAPHICS, VISTA PRO DEMO LANDSCAPES AND BOOKS TEXT	**19.99**
CORE COMPILATION VOL 2 BANSHEE, SKELETON KREW, HEIMDALL 2, UNIVERSE	**21.99**
CORE COMPILATION VOL 3 BUBBA 'N' STIX, PREMIER, CHUCK ROCK 1 & 2	**16.99**
DINOSAURS - AN INSIGHT INTERACTIVE DOCUMENTARY FEATURING THE WHOLE STORY OF THE DINOSAUR ERA	**20.99**
DIZZY - THE BIG SIX	9.49
ELITE 2 (FRONTIER)	18.99
FEARS	20.99
FIELDS OF GLORY	12.99
FINAL OVER - ARCADE CRICKET	13.49
FURY OF THE FURRIES	12.99
GLOOM ('DOOM' CLONE)	20.99
GLOOM 2 •	20.99
GUARDIAN	19.99
GUNSHIP 2000	12.99
JUNGLE STRIKE	12.99
KINGPIN	12.49
LEMMINGS	6.99
LOST EDEN	24.99
MAKIN' MUSIK CREATE QUALITY MUSIC. INCLUDES OVER 1000 SOUNDS, OVER 100 MUSIC MODULES AND MANY CREATION TOOLS (OVERDRIVE CD AND SX-1)	**19.99**
MEGA RACE	22.99
MICROCOSM	14.99
MICROFRENCH CD (8 TO ADULT) FIRST EVER LANGUAGE COURSE FOR THE CD-32. WITH REAL SPEECH AND GCSE PHRASE BOOK	**26.99**
MORPH	2.99
NOW ... GAMES 2 100 PD/SHAREWARE GAMES	**18.99**
OSCAR & DIGGERS	3.99
PINBALL FANTASIES	19.99
PINBALL ILLUSIONS	19.49
PIRATES GOLD	14.99
PUSSIES GALORE	18.99
RISE OF THE ROBOTS	9.99
ROAD KILL	12.99
ROBOCOD (JAMES POND 2)	3.99
SHADOW FIGHTER	10.99
SIMON THE SORCERER	14.99
SIMON THE SORCERER 2	23.99
SKELETON KREW	18.99
SOCCER KID	14.99
SPEEDBALL 2 XS SPBALL 2 - **DEDUCT £5** UNTIL DEC 28	12.99
SPERIS LEGACY	19.99
SUB WAR 2050	12.99
SUPER STARDUST	18.99

SYNDICATE
THEME PARK
TOP GEAR 2
UFO - ENEMY UNKNOWN
ULTIMATE BODY BLOWS
BODY BLOWS &
BODY BLOWS GALACTIC
VITAL LIGHT
WORMS
ZOOL

BOOKS

CANNON FODDER OFFICIAL GUIDE
COMPLETE IDIOTS GUIDE - NETSCAPE
COMPLETE IDIOTS GUIDE - INTERNET
INDIANA JONES FATE ATLANTIS HINT GUIDE (SPECIAL RESERVE)
INSIDE COMPUSERVE 5TH EDITION
INTERNET FOR DUMMIES
SECRET OF MONKEY ISLAND HINT BOOK
SECRET OF MONKEY ISLAND 2 HINT BOOK
SECRETS OF FRONTIER (ELITE 2)
SIMCITY 2000 OFFICIAL HANDBOOK
THE UK INTERNET BOOK
TOTAL! AMIGA BEGINNERS •
TOTAL! AMIGA DOS •
TOTAL! AMIGA WORKBENCH •
UK COMMUNICATIONS - THE COMPLETE GUIDE

BLANK DISKS

FROM 7.99 FOR 10

SPECIAL RESERVE B DISKS ARE BRITISH GUARANTEED ERR FREE. TDK DISKS A BRANDED AND BOXE TENS. LABELS SUPP

PACK OF 10 SPECIAL RESERVE HD 3.5" HIGH DENSITY DISKS WITH FREE FLIP TOP BOX
PACK OF 50 SPECIAL RESERVE HD 3.5" HIGH DENSITY DISKS
PACK OF 10 TDK MF-2DD 3.5" DOUBLE DENSITY DISKS
PACK OF 50 TDK MF-2DD 3.5" DOUBLE DENSITY DISKS
PACK OF 10 TDK MF-2HD 3.5" HIGH DENSITY DISKS
PACK OF 50 TDK MF-2HD 3.5" HIGH DENSITY DISKS

AMIGA LEADS

(PLEASE STATE "AMIGA" WHEN ORDER

ANTI-SURGE 4 WAY TRAILING MULTIPLUG CONNECTS UP TO 4 DEVICES TO 1 OUTLET. PROTECTS AGAINST ELECTRICAL SURGES
HIFI AUDIO LEAD AMIGA TO STEREO 1.5 M, 2 X PHONO TO 2 X PHONO
JOYSTICK EXTENDER CABLE (3 M)
JOYSTICK SPLITTER CABLE PLUGS 2 JOYSTICKS INTO 1 PORT
MONITOR LEAD AMIGA TO CM8833 MKII OR 1084S MONITOR
MONITOR LEAD CD32 TO CM8833 MKII OR 1084S MONITOR
NULL MODEM CABLE 25 PIN, SUITABLE FOR AMIGA OR PC
PRINTER LEAD AMIGA (1.5 M)
PRINTER LEAD AMIGA (5 M)
SCART LEAD - AMIGA TO SCART TV
SCART LEAD - CD32 TO SCART TV
TELEPHONE EXTENSION LEAD BT APPROVED, 15 METRES

JOYSTICKS AND MICE

QUICKSHOT 137F PYTHON
WITH AUTOFIRE
9.99

SAITEK MEGAGRIP 2
WITH AUTOFIRE
11.99

TECHNOPLUS SUPER PRO ZIP STICK
MICROSWITCHED WITH AUTOFIRE
9.99

FREEWHEEL STEERING WHEEL
DIGITAL VERSION, IDEAL FOR DRIVING AND FLIGHT SIMS
BEST USED WITH FOOT PEDAL
12.99

QUICKJOY FOOTPEDAL
TRANSFERS JOYSTICK FUNCTIONS TO FOOTPEDALS, IDEAL FOR USE WITH FREEWHEEL STEERING WHEEL
12.99

DYNAMICS COMPETITION PRO JOYPAD FOR CD32 AND AMIGA
TURBO AND AUTOFIRE
15.99

FREE MOUSE MAT

EKLIPSE MOUSE FOR AMIGA
290 DPI, 2 BUTTON MICROSWITCHED, FREE MOUSE MAT
11.99

ALFA MEGAMOUSE 400
HIGH QUALITY 400 DPI, 2 MICROSWITCHED BUTTONS
13.99

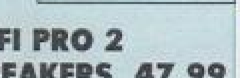
INTERNAL 2.5" HARD DRIVES

HIGH SPEED DRIVE FOR AMIGA A1200 AND A600 & SX-1, COMPLETE WITH FITTING INSTRUCTIONS AND PRE-INSTALLED SYSTEM SOFTWARE. NOTE OPENING YOUR AMIGA INVALIDATES THE WARRANTY. PLEASE STATE A1200, A600 OR SX-1 ON YOUR ORDER

340 MB 2.5" INTERNAL HARD DRIVE FOR AMIGA	**189.99**
510 MB 2.5" INTERNAL HARD DRIVE FOR AMIGA	**269.99**

EXTERNAL DISK DRIVE 49.99

880K FORMATTED CAPACITY, LONG REACH CABLE, COLOUR MATCHED DESIGN, HIGH QUALITY DESIGN



ZYDEC ZYFI PRO 2 STEREO SPEAKERS 47.99

SURPERB HI-FI QUALITY SPEAKERS PERFECT FOR ALL COMPUTERS AND PERSONAL HIFI. 36 WATTS RMS, BASS, TREBLE AND VOLUME CONTROL. POWERED BY MAINS (LEAD SUPPLIED). WITH THUNDERING BASS

TECHNOSOUND TURBO 2 PROFESSIONAL 29.99

SAVE £10
AMIGA

SOUND SAMPLER FOR AMIGA. INCLUDES RE-STYLED SOFTWARE, DIGITAL FILTER, SEPARATE LEFT & RIGHT EDIT, REAL TIME SPECIAL EFFECTS, IMPROVED QUALITY SAMPLING AND LEADS TO CONNECT TO SOUND SOURCE

MOUSE MATS

SPECIAL RESERVE MOUSE MAT
SPONGE BACKED
4.99

MOUSE MATS WITH NON SLIP BACKING AND POLYCARBONATE COATING FOR LONG LIFE

STAR TREK TNG CREW ... 9.99
GENERATIONS - TWO CAPTAINS ... 9.99
SUNSET GIRL ... 6.99

RAM UPGRADES

TRAPDOOR RAM EXPANSION FOR A500+, A600 AND A1

1 MB A500 PLUS RAM WITH CLOCK ... 36
1 MB A600 RAM WITH CLOCK ... 46
4 MB RAM BOARD FOR AMIGA A1200 WITH CLOCK ... 184
4 MB + FPU RAM BOARD FOR AMIGA A1200 WITH CLOCK AND ADDITIONAL FAST 33 MHz FLOATING POINT UNIT FOR MATHS AND GRAPHICS ACCELERATION ... 239

MONITOR AND STEREO TV

AMIGA M1438 14" MULTISYNC MONITOR ... ... 279.

NEW MONITOR FROM AMIGA TECHNOLOGIES F A1200 AND A4000, WITH BUILT IN STEREO SPEAKERS, 0.28 DOT PITCH MPRII LOW RADIATI SIGNAL AND POWER LEADS SUPPLIED

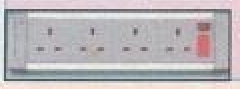
NOKIA 14" SCART TV 159.99
• REMOTE CONTROL • SQUARE TINTED TUBE
• HEADPHONE SOCKET • SCART SOCKET

NOKIA 14" NICAM STEREO TV 214.99
AS ABOVE PLUS TELETEXT
NICAM DIGITAL STEREO
AND ADJUSTABLE SOUND DEFLECTORS

SCART LEAD - AMIGA TO SCART TV (NOT GOLDSTAR)

POWER SUPPLY

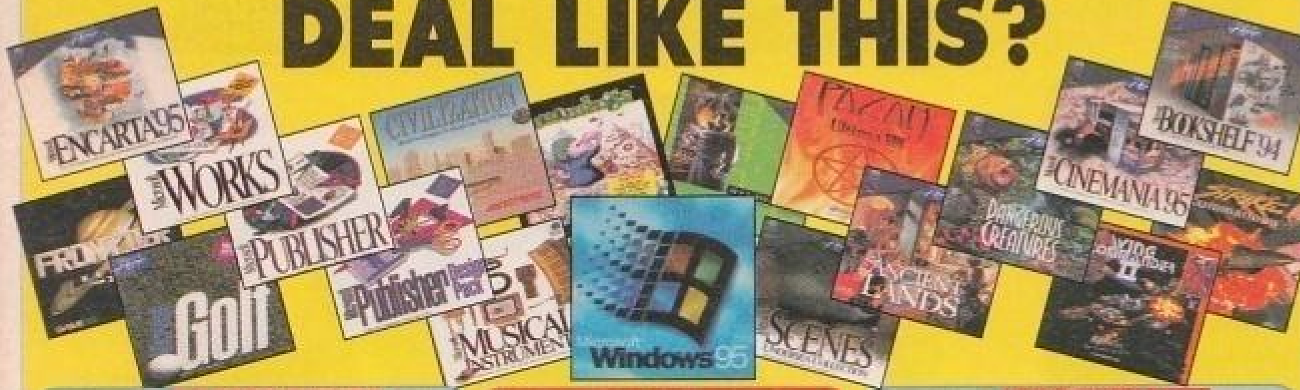
COMMODORE AMIGA POWER SUPPLY 26
COMPATIBLE WITH AMIGA A500, A600 AND A1
23 WATTS STANDARD OUTPUT



ANTISURGE 4 WAY TRAILING MULTIPLUG ... 24
SAFLEY CONNECTS 4 DEVICES TO ONE OUTL AND PROTECTS AGAINST ELECTRICAL SURG

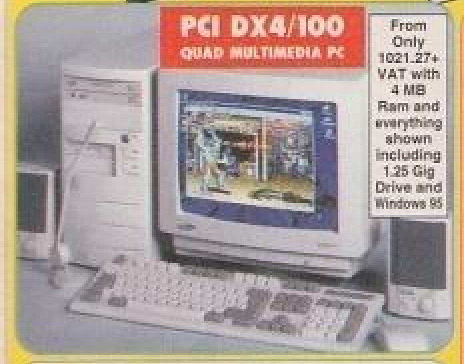
OPEN 10AM TO 8PM • SEVEN DAYS A WEEK • TO ORDER SEND IN THE ORDER FORM

CAN YOU FIND ANOTHER DEAL LIKE THIS?



PCI DX4/100
QUAD MULTIMEDIA PC

From Only 1021.27+ VAT with 4 MB Ram and everything shown including 1.25 Gig Drive and Windows 95



TRUST QUAD MULTIMEDIA PC

MASSIVE
1272 MB
SUPER HIGH SPEED HARD DRIVE,
(1.25 GIGABYTE)
WITH
WINDOWS 95,
FAST
QUAD SPEED
CD ROM DRIVE,
GENUINE
SOUND BLASTER 16
PRO IDE SOUND CARD, MICROPHONE & SPEAKERS,
AWARD WINNING
SAMSUNG 14"
SYNCMASTER MONITOR,
ADDITIONAL
£500 WORTH
OF MICROSOFT CD's,
PLUS
8 CLASSIC GAMES
AND
2 YEAR ON-SITE
WARRANTY

PENTIUM P100
QUAD MULTIMEDIA PC

From Only 1327.65 + VAT with 8 MB Ram and everything shown including 1.25 Gig Drive and Windows 95

PCI 486 DX4/100 QUAD MULTIMEDIA PC

- Microsoft Windows 95 operating system
- Samsung 1272 MB (1.25 Gig) super high speed hard drive
- Very attractive mini-tower case
- Powerful 486 DX4/100 MHz processor (more powerful than a Pentium P60)
- 128K cache upgradeable to 256K
- Fast 1 MB PCI 32-bit graphics (upgradeable to 2MB)
- Enhanced IDE controller supports four drives
- 5 drive bays, 4 PCI slots, 4 16-bit ISA slots
- Expandable to 64 MB Ram
- Samsung 14" Syncmaster 0.28 dot pitch SVGA award-winning monitor with tilt and swivel stand
- Windows 95 keyboard, mouse and mouse mat

2 YEAR ON-SITE WARRANTY

PENTIUM P100 QUAD MULTIMEDIA PC

- Microsoft Windows 95 operating system
- Samsung 1272 MB (1.25 Gig) super high speed hard drive
- Large sculpted midi-tower case
- Intel Pentium P100 MHz processor (or optional Pentium P120 MHz CPU)
- 256K cache upgradeable to 1MB
- Fast 1 MB PCI 32-bit graphics (upgradeable to 2MB)
- Enhanced IDE controller supports four drives
- 6 drive bays, 4 PCI slots, 4 16-bit ISA slots
- Expandable to 128 MB Ram
- Samsung 14" Syncmaster 0.28 dot pitch SVGA award-winning monitor with tilt and swivel stand
- Windows 95 keyboard, mouse and mouse mat

2 YEAR ON-SITE WARRANTY

FITTED CREATIVE LABS QUAD MULTIMEDIA KIT INCLUDES

Latest Creative Labs QUAD speed CD ROM drive (also plays music CD's), Creative Labs Sound Blaster 16 PRO IDE ASP sound card with Advanced digital Signal Processing, Creative Labs active/passive stereo speakers, MC 1000 desk microphone, extensive utility software including Voice Recognition, Text to Speech, Ensemble Hi-Fi, Wave Studio and Talking Scheduler, plus a CD library of 1000 Creative images, sounds and effects.

AT SPECIAL RESERVE WE ALWAYS GIVE YOU THE BEST DEAL

Each Special Reserve Quad Multimedia PC has everything you need for the home and small office, even a two year on-site warranty for peace of mind. We don't cut costs by including cheap fuzzy screens or cheaper alternative operating systems. We build your machine to run fast, by using the best price/performance CPU's and adding cache RAM. We fit only Quad speed CD ROM drives and super high speed 1272 MB hard drives. We enhance your sound and improve games compatibility by fitting genuine Sound Blaster sound cards of the highest 16-bit specification. And we include an amazing array of CD software as the foundation of your software library.

FREE 2 YEAR ON-SITE WARRANTY AND FREE FAST DELIVERY TO MOST UK MAINLAND ADDRESSES

WARRANTY DOES NOT COVER SOFTWARE - FULL DETAILS ON REQUEST. ALL OFFERS SUBJECT TO STOCK. PRICES AND SPECIFICATION MAY CHANGE.

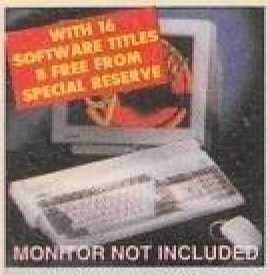
CHOOSE YOUR CONFIGURATION - WE RECOMMEND 8MB OF RAM OR MORE. 8 MB DX4/100 MACHINES HAVE ONE 8 MB RAM CHIP. 16 MB PENTIUMS HAVE 2 x 8 MB.

QUAD MULTIMEDIA PC - WITH EVERYTHING INCLUDING ALL SOFTWARE SHOWN!	EX VAT	INC VAT
QUAD 4 MB - TRUST QUAD 486 DX4/100 MHz PC + 4 MB RAM, MULTIMEDIA & ALL SOFTWARE	1021.27	1199.99
QUAD 8 MB - TRUST QUAD 486 DX4/100 MHz PC + 8 MB RAM, MULTIMEDIA & ALL SOFTWARE	1106.37	1299.99
QUAD P100 8 MB - TRUST QUAD PENTIUM P100 MHz PC + 8 MB RAM, MULTIMEDIA & ALL SOFTWARE	1327.65	1559.99
QUAD P100 16 MB - TRUST QUAD PENTIUM P100 MHz PC + 16 MB RAM, MULTIMEDIA & ALL SOFTWARE	1506.37	1769.99

FOR QUAD PENTIUM P120 MHz PC PLEASE ADD £60 (INC VAT) TO THE QUAD PENTIUM P100 MHz PC PRICE

CREDIT FACILITIES - PLEASE PHONE SALES ON 01279 600204 AND WE WILL SEND YOU FULL WRITTEN DETAILS

SPECIAL RESERVE IS A LICENCED CREDIT BROKER UNDER THE CONSUMER CREDIT ACT. CHARGE CARD OR PERSONAL LOANS AVAILABLE SUBJECT TO STATUS.



AMIGA A1200 MAGIC PACKS

Amiga A1200 computer with powerful 32 bit CPU combined with AGA chipset offering superb graphics and sound capabilities. Built in keyboard, internal disk drive, TV modulator and many industry standard ports to allow connection to monitors, modems, printers, scanners, CD ROM drives, hard drives and much more. Fully multi-tasking Workbench 3.1 operating system and 17 software titles.

WORWORTH V4, PHOTOGENICS V1.1, DATASTORE V1.1, ORGANISER V1.1, PERSONAL PAINT V6.4, TURBO CALC, WHIZZ AND PINBALL MANIA PLUS FREE FROM SPECIAL RESERVE CHAOS ENGINE, SYNDICATE, PINBALL FANTASIES, NICK FALDO'S GOLF, ELITE 2, BATMAN RETURNS, LEMMINGS 2 AND CIVILISATION AGA

AMIGA A1200 2/0 MAGIC PACK & 8 FREE GAMES ...399.99

A1200 COMPUTER WITH 2MB RAM, MAGIC PACK SOFTWARE AND 8 FREE GAMES

AMIGA A1200 2/170 SCALA MAGIC PACK WITH 170MB INTERNAL HARD DRIVE & 8 FREE GAMES ...499.99

A1200 COMPUTER WITH 2MB RAM, 170MB INTERNAL HARD DRIVE, SCALA MM300 MULTIMEDIA SOFTWARE, MAGIC PACK SOFTWARE AND 8 FREE GAMES

AMIGA CD32 CRITICAL ZONE PACK 169.99

CD32 CONSOLE OFFERING GRAPHICS CAPABILITY OF 262,144 COLOURS ON SCREEN FROM A PALETTE OF OVER 16 MILLION, HIGH QUALITY AUDIO WITH THE ABILITY TO PLAY MUSIC CD'S. PACK INCLUDES SEVEN GAMES, LIBERATION, CANNON FODDER, MICROCOSM, ULTIMATE BODY BLOWS, PROJECT X, DIGGERS AND OSCAR ON CD PLUS A 6 BUTTON CONTROL PAD

SAVE £30
WITH 7 GAMES
CANNON FODDER

FAST FAX/MODEMS

- FULLY APPROVED FOR CONNECTION TO BT
- MNP2-5 V42bis, CLASS 1, 2 AND GROUP 3 FAX COMPATIBLE
- FREE 1 MONTH SUBSCRIPTION TO COMPUSERVE
- FREE INTERNET SUBSCRIPTION OFFER
- FREE INDIGO FAX BOX OFFER
- FREE TECHNICAL SUPPORT
- FREE 1 YEAR SUBSCRIPTION OFFER TO .NET
- FREE INTERNET STARTER GUIDE

EXTERNAL 14.4 FAX/MODEM FOR AMIGA WITH TERMITE SOFTWARE & CABLES ...130.99

EXTERNAL 28.8 FAX/MODEM FOR AMIGA WITH TERMITE SOFTWARE & CABLES ...229.99

COLOUR PRINTERS

FREE PRINTER LEAD
FREE EXTRA COLOUR RIBBON

CITIZEN ABC COLOUR DOT MATRIX ONLY 144.99

24 PIN, 80 COLUMN, 192 CPS/64 LQ, 2 YEAR WARRANTY, FREE EXTRA COLOUR RIBBON, FREE EASYSTART SOFTWARE, THE EASIEST PRINTER TO USE ON THE MARKET

CANON BJC 4000 COLOUR INKJET ONLY 279.99

64 NOZZLES, 80 COLUMN, 5 FONTS, 8 PPM, 360 DPI BUILT IN SHEET FEEDER (100 SHEETS) "VERY DIFFICULT TO BEAT" - WHAT PC? JAN '95

FREE PRINTER LEAD

MANY MORE ITEMS AVAILABLE FROM MOUSE HOUSES TO PRINTER RIBBONS ALL AT DISCOUNTED PRICES

REGULAR 48-PAGE COLOUR CLUB MAGAZINE
CHEATS & MOVES
RELEASE SCHEDULE
CHARTS
REVIEWS
HUGE RANGE
ALL GENUINE UK PRODUCTS
HEAVY DISCOUNTS
XS SAVERS
CREDIT TERMS
GREAT PRIZES TO BE WON

10am to 8pm
7 days a week!
01279 600204

Membership Card
Sales: 01279 600204
Special Reserve
The Discount Club
Special Reserve - The Biggest Games Club in the World

Club Shops at
CHELMSFORD, ESSEX
43 Broomfield Road.
Just around the corner from the bus station.
SAWBRIDGEWORTH, HERTS
The Maltings, Station Road.
A few miles from the M11, near the station.
Items bought in the shops carry a 50p surcharge on the Mail Order prices.
Members only but you can order as you join.

£299.99 ONLY FROM SPECIAL RESERVE

FREE FAST DELIVERY

SEGA SATURN 299.99

WITH VIRTUA FIGHTER AND ONE CONTROLLER

COMPLETE WITH SCART LEAD. STEREO SOUND, PLAYS MUSIC CD's. PHOTO CD COMPATIBLE.

SEGA RF INTERFACE FOR SATURN TO CONNECT TO NON SCART TV ...24.99

BUG	38.99	SEGA RALLY •	PLEASE CALL
CLOCKWORK KNIGHT	32.49	SHINOBI X	32.99
CLOCKWORK KNIGHT 2	31.99	SIM CITY 2000 •	PLEASE CALL
DAYTONA USA	42.99	THEME PARK	36.99
DIGITAL PINBALL	34.99	TILT	32.99
INT'L VICTORY GOAL	35.99	VIRTUA COP •	PLEASE CALL
MORTAL KOMBAT 2	39.99	VIRTUA FIGHTER REMIX	24.99
MYST	38.99	VIRTUA FIGHTER 2	PLEASE CALL
NBA JAM TE	32.99	VIRTUA HYDLIDE	38.99
PANZER DRAGOON	42.99	VIRTUA RACING DELUXE	31.99
PEBBLE BEACH GOLF	35.99	WING ARMS	38.99

FREE PROGRAMMABLE 8 BUTTON CONTROLLER

FREE FAST DELIVERY

SONY PLAYSTATION 289.99

WITH SONY PLAYABLE DEMO CD & CONTROLLER

STEREO SOUND, PLAYS MUSIC CD's. PHOTO CD COMPATIBLE.

PLUS FREE PROGRAMMABLE EIGHT BUTTON CONTROLLER

3D LEMMINGS	37.99	MORTAL KOMBAT 3	41.99
AIR COMBAT	37.99	NOVASTORM	37.99
BATTLE ARENA TOSHINDEN	37.99	PGA TOUR GOLF	36.99
DESTRUCTION DERBY	39.99	RAPID RELOAD	37.99
DISCWORLD	37.99	RIDGE RACER	39.99
EXTREME SPORTS	37.99	STARBLADE ALPHA	37.99
JUMPING FLASH	37.99	TEKKEN	39.99
KILEAK THE BLOOD	37.99	THEME PARK	36.99
KRAZY IVAN	37.99	WING COMMANDER 3	36.99
LOADED •	39.99	WIPE OUT	39.99

UNLESS STATED ALL PRICES INCLUDE VAT & DELIVERY

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£6.00	£8.00	£10.00

Club benefits include regular club magazines, £180 worth of XS Savers (coupons) per year, club competitions and huge discounts across the range. Members are under no obligation to buy. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK addresses
Overseas surcharge £2.00 per software item or **25%** on other items

(BLOCK CAPITALS please) GAIT
Name & Address ______
______
______
______ Postcode ______
If Mac or PC please state DISK or CD ROM
Phone No ______ Machine ______
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 6.00)
item ______
item ______
item ______
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE ______ SIGNATURE ______ SWITCH (ISSUE NO ______)

AMIGA POWER

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.
Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 25.10.95 E. & O.E. SAVE = Saving off full retail price.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

Charge card or personal loan subject to status. Please phone for written details.

OR ORDER BY ☎ PHONE ON 01279 600204 OR 📠 FAX US ON 01279 726842

THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 56 DECEMBER '95

FOUNDING FATHER
Cam Winstanley

ANARCHIC COLLECTIVE

ART EDITOR
Sue Huntley

PRODUCTION EDITOR
Martin Axford

FAKE SHEMP
Jonathan Nash

STAFF WRITER
Paul Mellerick

CONTRIBUTORS
C-Monster, Rich Pelley (Bye Rich)

COVER ILLUSTRATION
Paul Kidby

"INSULT ME!"
Tony Hickman
ahickman@futurenet

SENIOR SALES EXECUTIVE
Diane Clarke

SALES EXECUTIVE
Helen Watkins

HAPPY SPACE PLANET GIRL
Colette Varga

GROUP PRODUCTION MANAGER
Judith Green

PRODUCTION CONTROLLER
Janet Anderson

ADMIN ASSISTANT
Cathy Rowland

AD DESIGN MANAGER
Cherry Coad

LINO & SCANNING
Jon Moore, Chris Stocker,
Simon Windsor, Jon Wakeham,
Jason Titley, Mark Gover, Ollie Gibbs

PUBLISHER **Simon The Publisher**

CIRCULATION DIRECTOR **Sue Hartley**

MANAGING DIRECTOR **Greg Ingham**

ALL-POWERFUL **Nick Alexander**

EDITORIAL & ADVERTISING
AMIGA POWER
30 Monmouth Street
Bath BA1 2BW
Tel 01225 442244
Fax 01225 446019
http://www.futurenet.co.uk/games/
amigapower.html
But if you phone up expecting us to help you with game cheats or tips, we'll call you Judith.

WE WERE AMUSED TO SEE THAT
The Queen chatted openly and frankly about the state of what's left of the Commonwealth to a Canadian DJ and his listening audience. Our attempts to get her to prattle on about the current state of Amiga games sadly came to naught.

SUBSCRIPTIONS AND OVERSEAS DISTRIBUTION
Cary Court, Somerton, Somerset TA11 6TB Tel 01225 442244

Annual subscription rate £40.80, post free

AMIGA POWER IS PRINTED IN THE UK USING INKS WRUNG OUT OF VARIOUS MOLLUSCS, URCHINS AND SIMILAR SUCH BIVALVES

A member of the Audit Bureau of Circulations

ABC
Registered circulation
30,486
July-December 1994

THIS MONTH WE LEARNED THAT
Some people just aren't worth the bother.

© Future Publishing 1995

REGULARS

8 **NEWS (nuz)**
A report of a recent event; something one has not heard before; events made up and then imparted gravity by being printed as important events.

48 **COMPLETE CONTROL (kam-plet kan-trol)**
Free from deficiency; perfect; finished; entire; authority; command; regulation.

58 **NET PAGE (net paj)**
An open fabric, knotted into meshes, or a screen or structure used for catching fish, butterflies, etc; boys in buttons employed as messengers in hotels.

60 **THE WRITE THING (dhe rit thing)**
To form letters or words with a pen or pencil on a surface; an entity which exists or can be thought of.

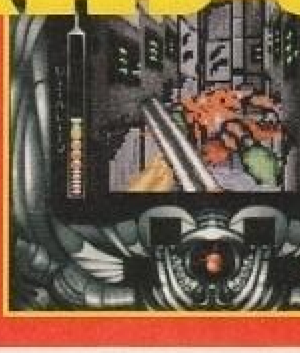
65 **THE BOTTOM LINE (dhe bot-en lin)**
The lowest part or surface of anything; the less dignified end; a thread, cord, rope, etc for fishing, hanging clothes or guidance.

72 **SECRET CAR PARK (se'krit kar park)**
Kept back from the knowledge of others; the part of a balloon or airship that carries passengers and load; an enclosed basin for oyster culture.

74 **"BE" IN AP (bi in ap)**
To live; to exist; to have the state or quality mentioned; to make intransitive verbs transitive; to exist temporarily as a mighty "be"ing.

K

ALIEN BREED 3D



Hang on. Of all the games Team 17 could've chosen not to show us, why this one? It's groovy and fun. Page 30.

COALA

In his excellent book Red Storm Rising, Tom Clancy predicted that, due to the widespread availability of shoulder-fired SAM launchers, helicopters would be precluded from the battlefield. We can but assume that the *Coala* programmers haven't read it. Their loss, our gain. Page 26.

DANGER
DANGER

ATTACK
COPTER
PLAYER
THROTTLE 066
SPEED 098

DUNGEON MASTER 2

In the time since the release of the original *Dungeon Master*, the Amiga has enjoyed its time in the spotlight of fame, and California has scraped its way 12 centimetres closer to Mexico. So, what improvements have they made then? Page 36.

CITADEL

You tire of the *Doom* – but on the Amiga line, we tire of the *Doom* – but on the Amiga line, yet STILL THEY COME, from all corners of the globe. This one's from Eastern Europe, apparently, and runs on the humble old A500. Page 34.

KE TO SAY: "Come on then if you think you're 'ard enough, a three set match!" **JIMMY BECK W**

LIKE TO SAY: "I find it very hard to imagine life without it." **MARTIN WOU**

OVER 224

MENTIONS OF BOB THE HAMSTER IN THIS ISSUE ALONE. SHE LIVES ON.

BIG AHUNA

The path of the righteous man is beset on all sides by the iniquities of the selfish and the tyranny of evil men. Blessed is he who in the name of charity and goodwill shepherds the weak through the valley of darkness, for he is truly his brother's keeper and the finder of lost children. Page 22.

audiogenic
SUPER TENNIS CHAMPS

Julius was not featured in this picture. Odd, that.

WIN! A DAY OUT KARTING

Do you think it was misspelt to distinguish it from carting – the ancient art of racing ox-pulled hay carts? Ponder this, and then win a compo to race against us. Page 47.

REVIEWED THIS ISSUE

DECEMBER 1995

FULL-PRICE

Super Tennis Champs.....22
Coala..............................26
Alien Breed 3D.................30
Citadel............................34
Dungeon Master 2...........36

PD

The Official AP Top 25 ...44

BUDGETS

Penguins 40
F1 41
Mash V2 41
All-Time Greats.........42
UFO 42

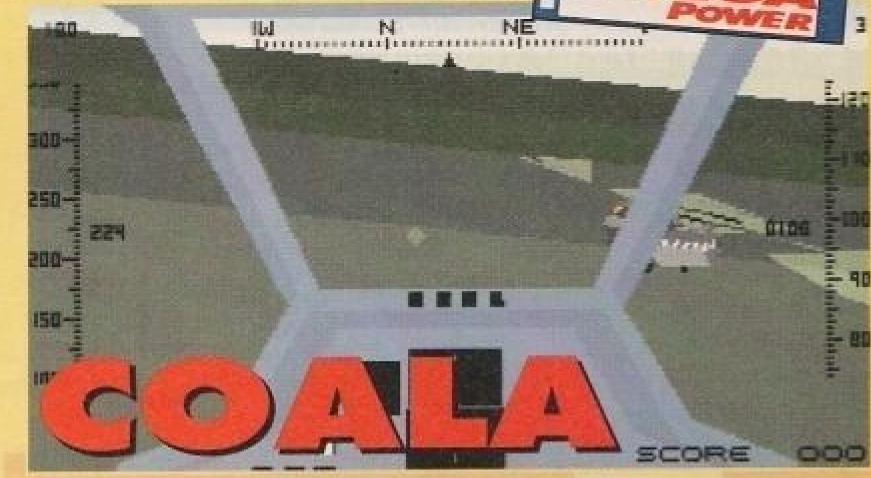
PAUL WOULD JUST LIKE TO SAY: "Quick, somebody help me." gun."

disk 56

hard you throw them and no matter how much spin you impart, this month's disks won't stick into wood. We know. We tried.

disk
56
AMIGA POWER

INTRODUCING COVER DISK 56

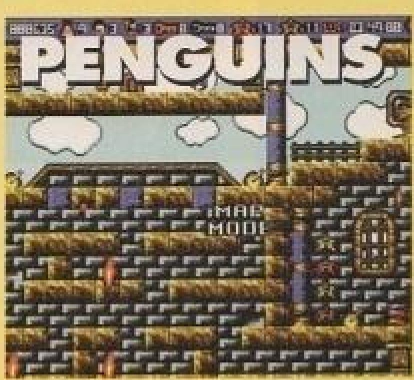


A great, fat, big wet slab o' warfare in this demo of the game that's reviewed in this very ish. All hail the mighty 68020 processor!

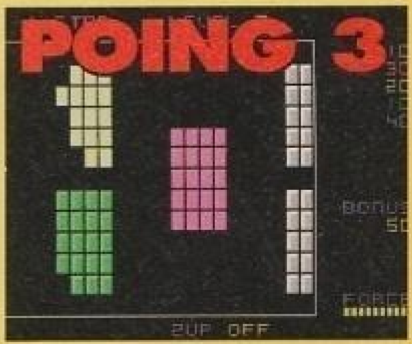
OBSCURE
PLORRDS
GLEN MCNAMEE
OBSCURE 1995
HELLERS
+080
COMPUTER
+080
PLORRDS

You go left and right while I go up and down, and we'll both try to score as many points as possible in this curious PD block-based game.

PLUS! PUB QUIZ



Remember *Lost Vikings*? Well, how about *Fury of the Furries* then? *Penguins* is kind of like both of them, only with penguins. And a foxy, chicken-esque sort of thing.



First there was *Poing*, then there was another one. Of it. Then there was another one. Of that. Making it three. Which is this. One. Hot dang, we love that joke.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 56, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll find a huge vat of melted cheese in which to submerge your puny frames.

disk 56

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

- An options menu will appear. Follow the instructions to select the game of your choice. It's all quite foolproof.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to move on to a different demo. When you do so, follow the instructions as before.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

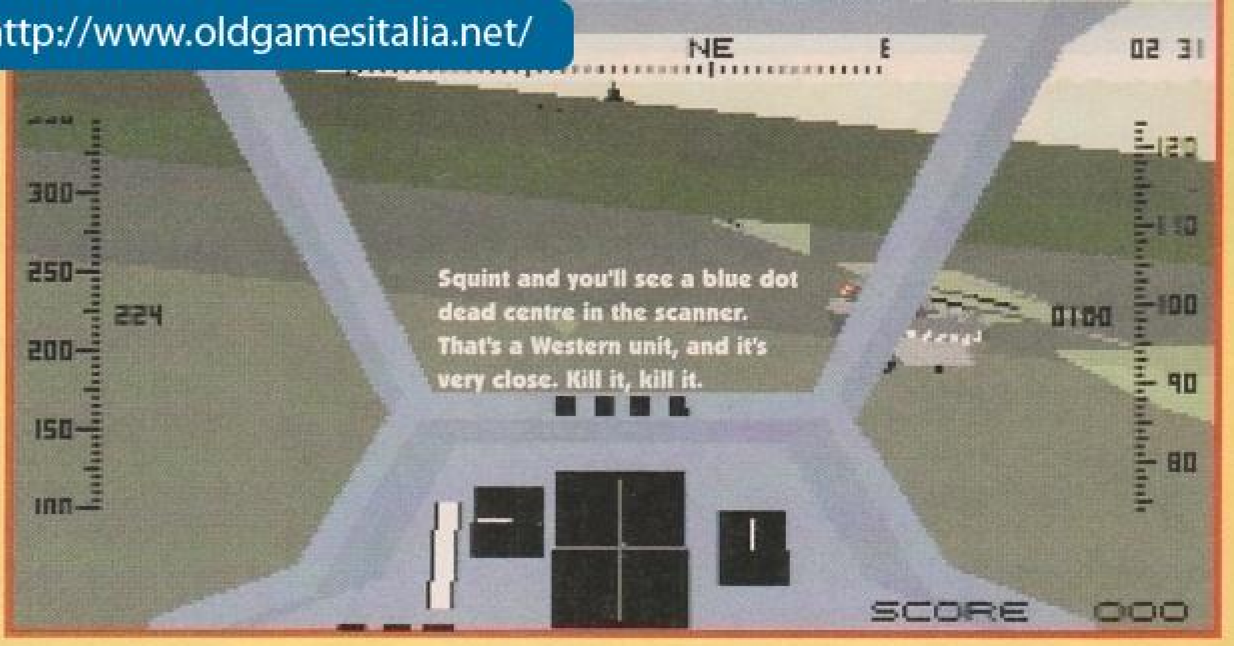
- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 56 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

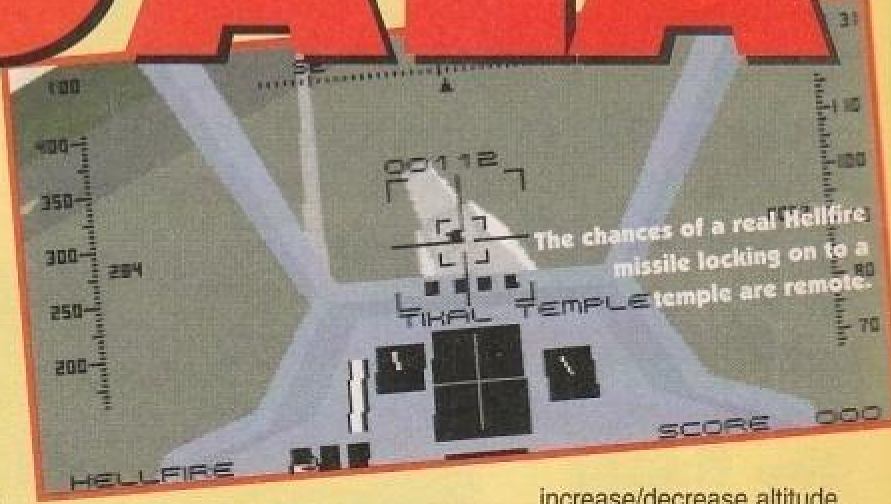
- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!



Squint and you'll see a blue dot dead centre in the scanner. That's a Western unit, and it's very close. Kill it, kill it.

COALA

Author: Bit Fusion



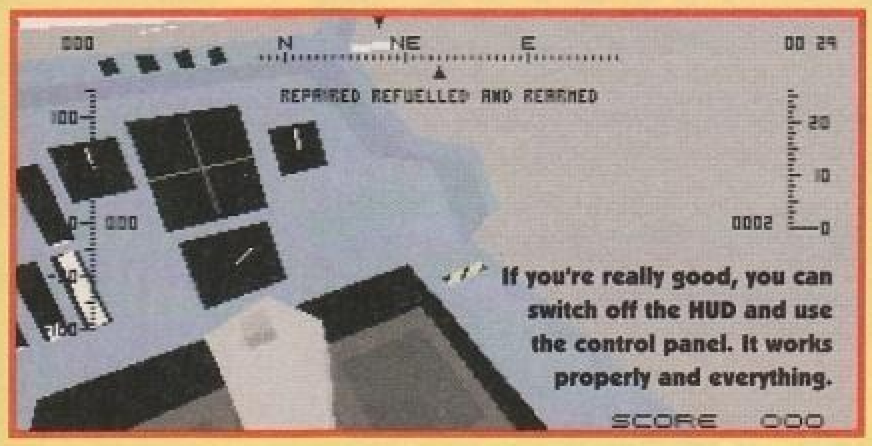
The chances of a real Hellfire missile locking on to a temple are remote.

Coala's true shining beacon of beauty is the way you can effortlessly slip between controlling the helicopter and just gazing out of the window. It's called a 'virtual cockpit', a fact we had nothing to do with and for which we refuse to apologise for.

It's all terribly simple because you play the game using the mouse. Remember that since this is a helicopter, forwards points your nose down but doesn't make you dive (unless you really hoy it forwards) and similarly, pulling back points your nose upwards and ultimately makes you fly backwards as opposed to, for example, making you climb. Altitude is changed using the collective which, in a real helicopter, alters the angle of attack of the main rotor blades. Not that you need to know this of course, all you have to do is use + and - to increase/decrease altitude, or the numbers to use a preset collective setting.

Once you've spent about a minute mastering flying, hold the right mouse button down to look around. Since this not only moves your view away from the plain old forward view but also turns your weapons as well, it means you can circle a target and shoot at it from the side rather than overflying it just once and missing. (You'll have noticed by now that the left mouse button fires whatever weapon you've selected.)

Shoots at what though? If you look at your little radar screen in the cockpit you'll see red and blue dots representing Western and Eastern forces. You're not affiliated to anyone, so choosing a side is as simple as blowing someone up and making an enemy, which by default puts you on the side of whoever you didn't trash. By this logic, if you decide to attack everyone, then they'll all go for you. So just how hard do you think you are?



If you're really good, you can switch off the HUD and use the control panel. It works properly and everything.

CONTROLS

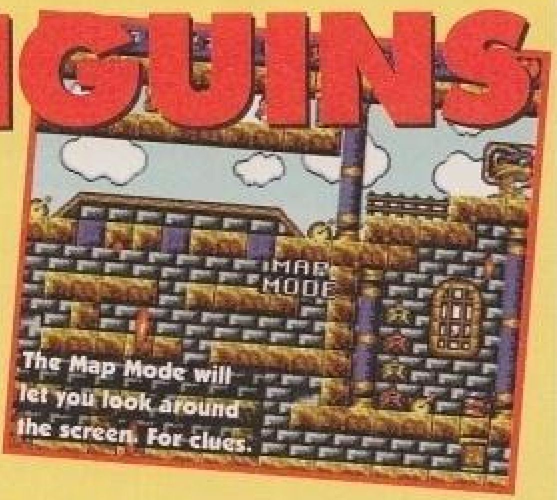
DEL - Preferences menu
HELP - HUD (Heads Up display)
~ - Night Vision Goggles
P - Pause
-,= - Altitude (also use keys 1-0)
Left or Right (mouse or joystick) - Heading
Forwards or Backwards (mouse or joystick) - Speed

F1 - Cockpit/Video Display
F2 - Outside
F3 - Independent View
F4 - Missile Camera
F5 - Virtual Camera

Inside & Outside View
F6 - Front View
F7 - Right
F8 - Back
F9 - Left
F10 - Top

Space - Weapon
Left Mouse Button/Return - Fire
BACKSPACE – Unlock Current Target
TAB - TADS display
Z,X - Zoom factor in TADS mode
C - release chaff
F - release flare

PENGUINS



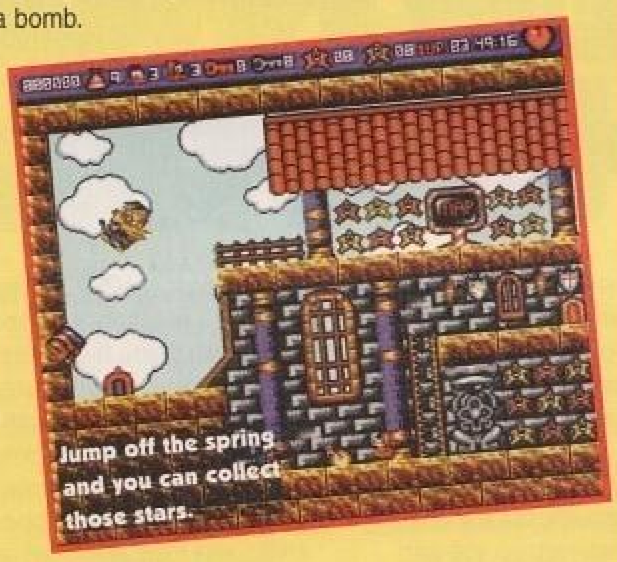
The Map Mode will let you look around the screen. For clues.

Author:
Scott Hayne

We've been let down a couple of times with this month's coverdisk. Firstly, was going to be some stuff on it which didn't arrive, and then some more stuff and that didn't arrive either. Nothing out of the ordinary really. Still, as if by magic (or the postal service), not only do we get a finished version of *Penguins* for review (page 40, link fans), but we get a demo version with the suggestion, "to put on your coverdisk should you see fit". We did indeed see fit, and consequently present it to you. Here. Now.

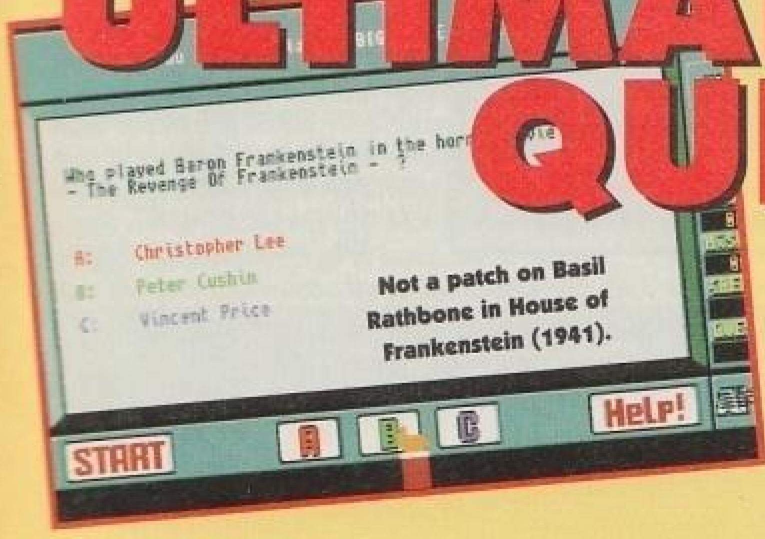
The only really important bit of information needed to play the game is this – get both penguins (the red one AND blue one) to the exit. By using the fox (or the chicken or the wolf – you decide for yourselves) you must move or blow up blocks, operate switches and do anything that's required in order for them to finish the level. The penguin with the blue coat can collect keys to open doors. A red key will open a small door and a silver key will open a large door, so make him climb up ladders and open doors. If there are baddies, bash them. This is the job of the red one. If you're colour-blind, he's the one carrying a club.

Pressing fire switches switches, while down + fire make the 'fox-o-wolf' drop a bomb. If you want to slide a bomb along a small corridor or something, press diagonally down in the direction you want it to go in and then fire. The demo provides a light smattering of levels from throughout the game, so expect it to get extremely hard very quickly. Bark, cluck, arooooooo.



Jump off the spring and you can collect those stars.

ULTIMATE QUIZ



Who played Baron Frankenstein in the horr ie
- The Revenge Of Frankenstein - ?

A: Christopher Lee
B: Peter Cushin
C: Vincent Price

Not a patch on Basil Rathbone in House of Frankenstein (1941).

Author: Andy Gibson

Using the mouse, select your category (from the ten, ahem, "wide-ranging subjects") and see how many of the 100 you can answer correctly. You score ten points for every one you get right, and lose one of your three credits whenever your feeble grasp of the world around you lets you down, or you can't decipher the spelling.

Follow all the on-screen instructions and then bore you friends stupid with your ridiculous knowledge of Star Trek: The Next Generation or even Red Dwarf. And yes, we know.

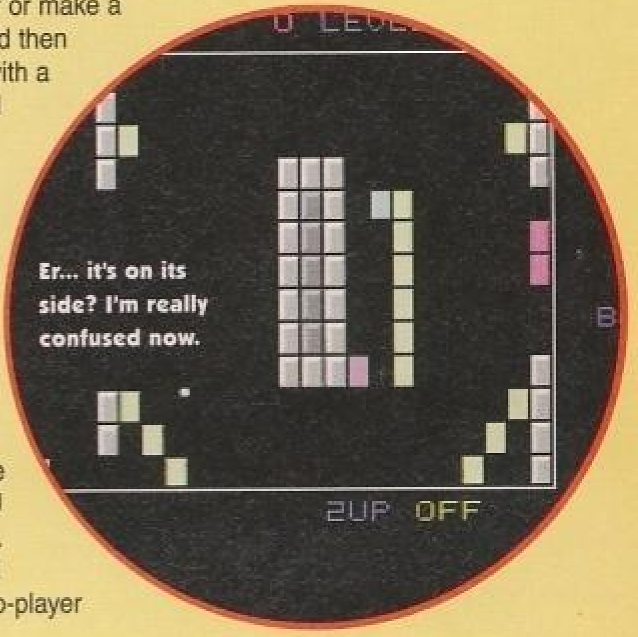
POING 3

Author: Paul Van Der Valk

Before any of you start writing letters or sending e-mails to complain that we've already had this game on the coverdisk, stop and think. Read the label and you'll realise that this is *Poing 3*. Yes, THREE. Not the original *Poing*. And this is a real bonus because as well as new levels for all those ancient AMIGA POWER readers who've played it before, this has all the old levels from the original for those who missed out the first time. And you can choose which levels you want to play and in which order. The true pinnacle of the term 'user-friendliness'. We think.

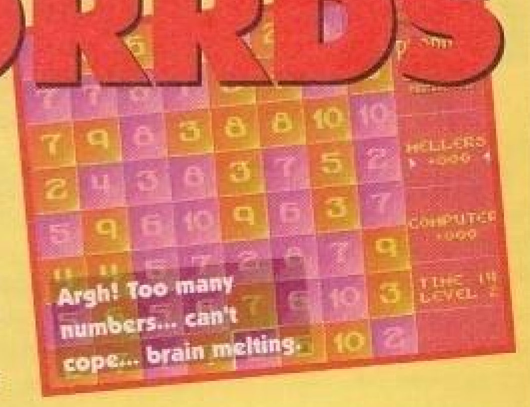
So it's no surprise to find that this is *Breakout*. Again. Only a horizontal version. And with a different way of finishing the level. Imagine that each level has a force field at the back and is protected by the blocks. Get rid of or make a hole in the defences and then destroy the force field with a few hits and the ball will sail through the next level. Easy.

But watch out, because if you lose the ball behind you the game will flip back to the previous level at super-speed giving a last-gasp attempt to catch the ball before you lose one of your three lives. YOU HAVE BEEN WARNED. Remember, this is a full game, and there's a two-player mode and everything.



Er... it's on its side? I'm really confused now.

PLORRDS

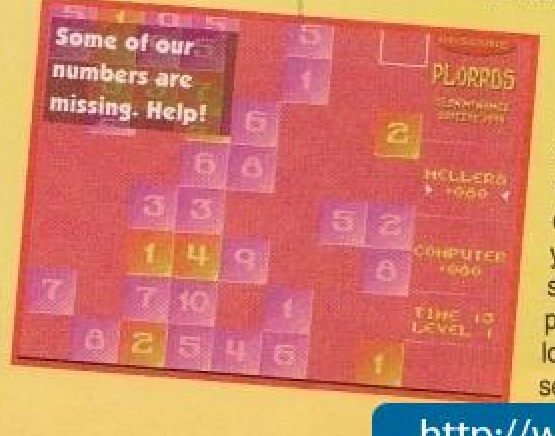


Argh! Too many numbers... can't cope... brain melting.

Author:
The Obscure

Not a very descriptive name is it? It hasn't got the usual dumb character name to imply that it's a platform game; it doesn't have an X in the title suggesting its shoot-'em-up and/or driving origins, but it is an unusual word. Using this process of elimination brought us to the correct conclusion that it's a puzzle game. *Tetris. Klax. Puyo-Puyo, Swibble Dibble 2.* Etc.

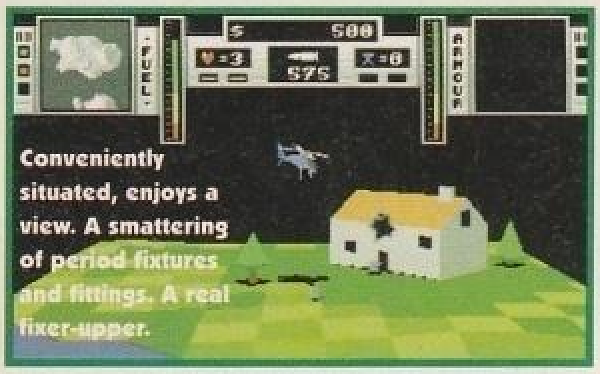
Numbers are the principle behind this brain-aching puzzler. Numbers, all between one and ten, and all placed on a large square grid. Half are orange, the others pink. Land on an orange one, press the fire button and you score that number of points. Land on a pink one and those points will be taken away from your score. However, your computer or human opponent also gets to have a go moving the same little square. Complicating things further is the fact that you can't move freely over the grid – that would be too simple. The first player can only move horizontally, and the second player moves vertically. So while you might see an available ten points, taking that could well put the square on a line where your opponent could also grab ten, so you're better off moving the square to grab five and putting your opponent in a losing position. Do you see? Well, DO YOU?



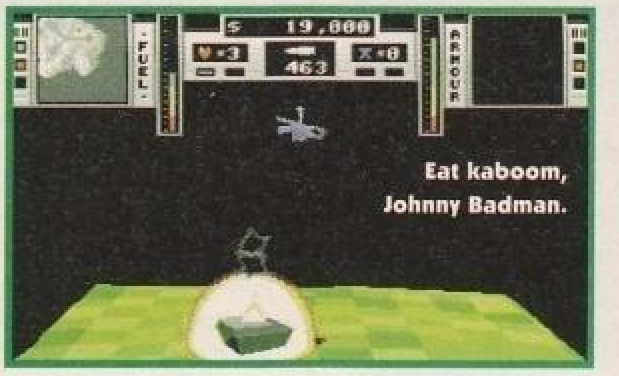
Some of our numbers are missing. Help!

TRUE STORIES

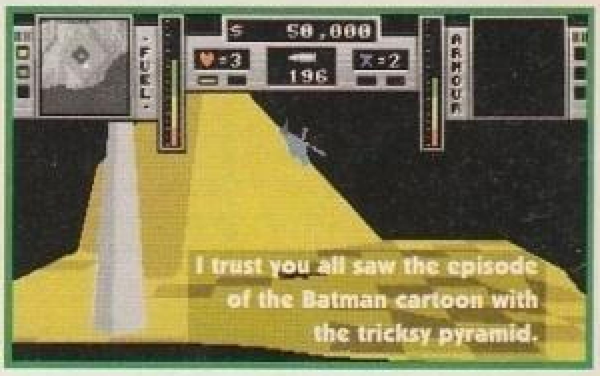
The sinister and conspiratorial Jackanory encouraged children's favourite personalities to tell tales and spawned a generation of liars.



Conveniently situated, enjoys a view. A smattering of period fixtures and fittings. A real fixer-upper.



Eat kaboom, Johnny Badman.



I trust you all saw the episode of the Batman cartoon with the tricksy pyramid.

"AND THE ASSYR CAME DOWN LIKE UPON THE FOLD –

Hullo, it's *Zeewolf 2.*

"It's not so noticeable on an A1200, because the game has to be limited to a certain speed to be playable, but I think A500 and A600 owners will see the difference."

It is the imposing figure of Bob Wade of Binary Asylum of *Zeewolf* fame impressively framed in the afternoon sunlight streaming through AMIGA POWER's Manifold Windows Of Champions who speaks, and he is talking about the sequel. Alert readers will recall the original game (90%, AP44) in fact received 74% on the A500 because, in the words of famous old boy Jonathan Davies, "an A500 struggles to run it fast enough."

"People did point it out as a problem," says Bob, "and we've rectified it. An A500's never going to be super-slick and wonderfully smooth when it moves the big objects around, but it's better."

We join with the zoo-going A500 owners of the world in congratulating you on not going down the terrible path of merely announcing the game as A1200-only. But tell us of *Zeewolf 2* itself. How, for example, is it better than number one?

"For a start, this time you have remote link vehicles. You land next to, say, one of your side's battle tanks, and then drive around in that, which obviously changes the way you play that level."

But what of your helicopter?

"That remains on the ground, but if it comes under attack you're given a warning so you can instantly break the link and return to it. *Zeewolf 2* is still primarily a helicopter game, and each level is finishable without using the extra vehicles – you also get to drive a patrol boat, a VTOL aeroplane and a transport chopper – but there'll be levels designed to be easier with them. It all adds to the variety."

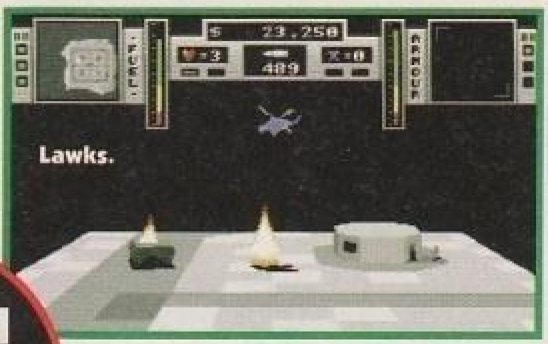
A variety, we understand, that extends to the pock-marked battlegrounds over which you chocka-chocka with such fierce determination.

"Yes. We've four terrains over the 32 levels – the original *Zeewolf* European look, a desert, the arctic, and toxic levels set around Mururoa Atoll."

Right on. (Although we trust the arctic levels are neither slippy nor slidey.) We notice by playing the demo that everything looks slightly prettier.

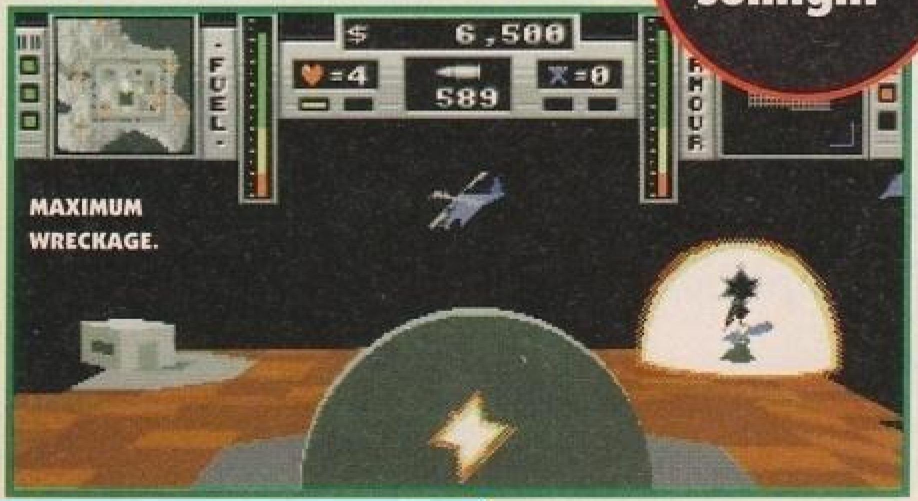
"You are correct. The ground is made up of half-squares, so looks less jagged, there are diagonal roads, and each kind of terrain has its own special scenery. Most of which, of course, you can blow up."

We flew around and did so.

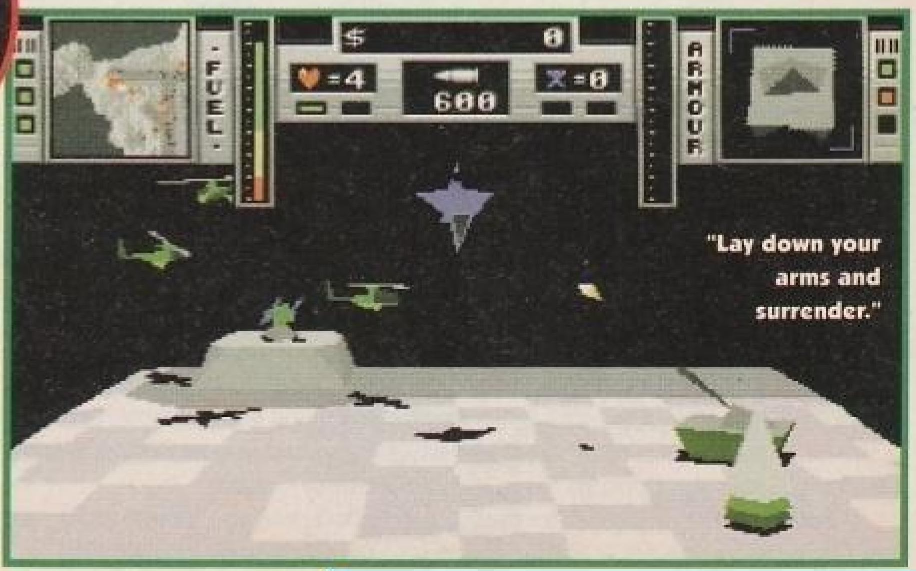


Lawks.

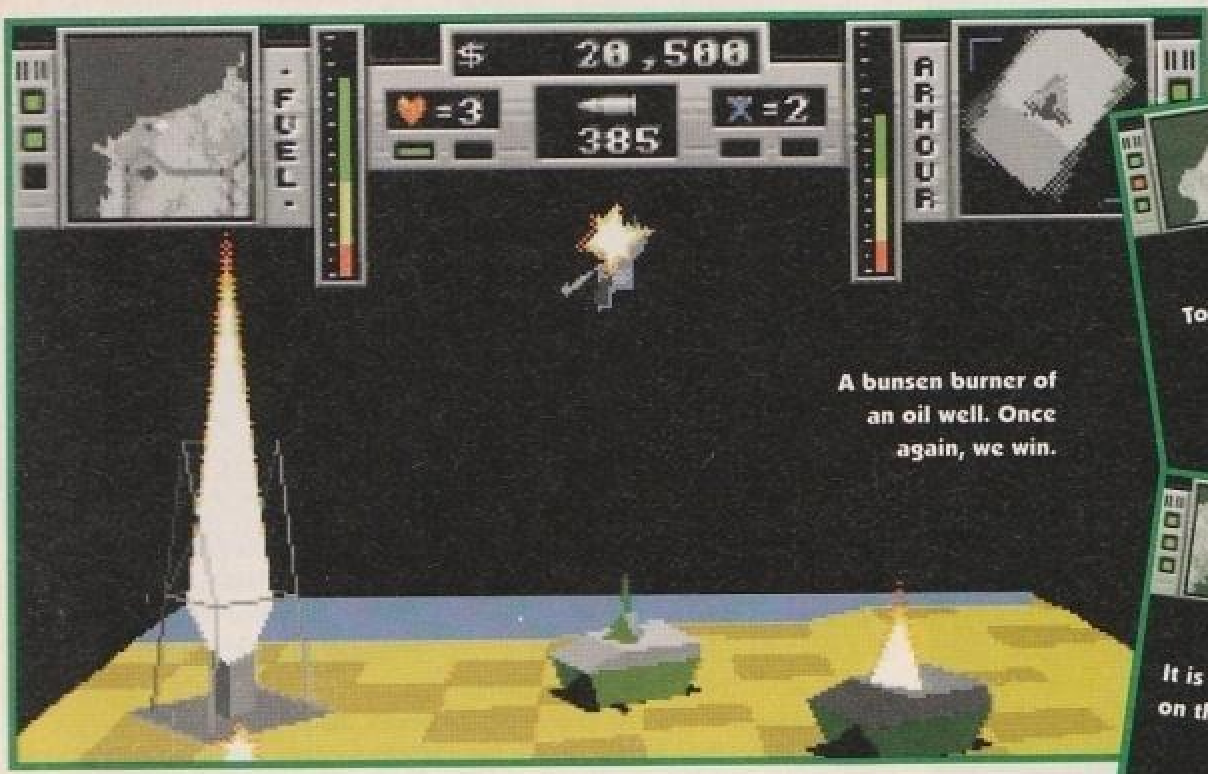
"Framed in the sunlight"



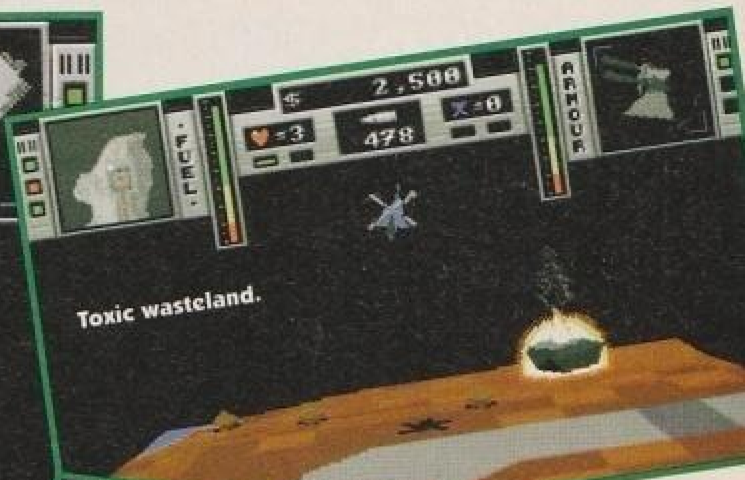
MAXIMUM WRECKAGE.



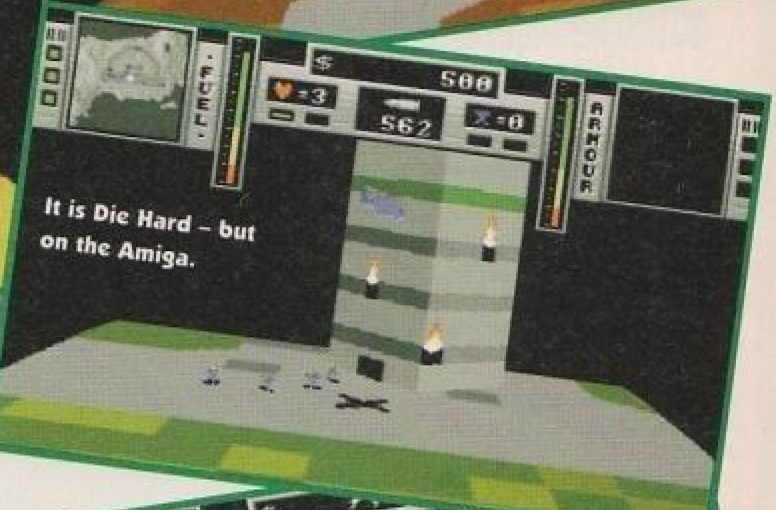
"Lay down your arms and surrender."



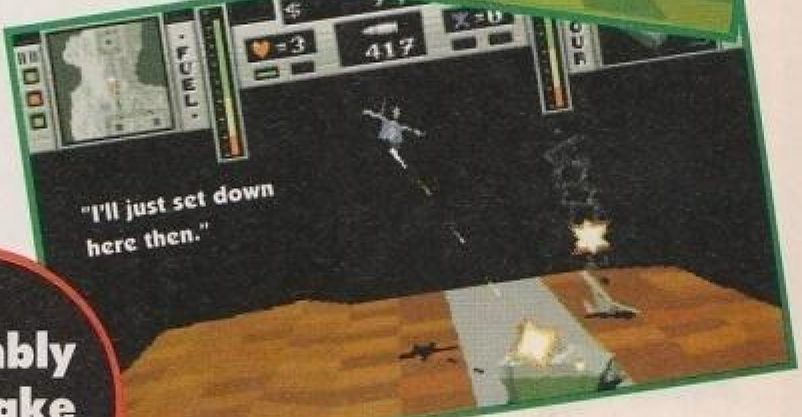
A bunsen burner of an oil well. Once again, we win.



Toxic wasteland.



It is Die Hard – but on the Amiga.



"I'll just set down here then."

ANS ZEEWOLF AGAIN!"

The blowings-up were of a visibly improved quality, and an oil well erupted in flames in a manner spectacular enough to draw appreciative murmurs from the explosion-blasé AP onlookers. And we were driven to ring Jonathan Davies in his palatial PC office to tell him that not only do the bullets splash pleasingly in the water, but they also spatter accurate ripples *and* you can blow up your own aircraft carrier. He would undoubtedly have wept with joy had he been in.

ZEEWOLFIER

We asked of Bob mission details.

"We've exploited the extra vehicles to add more types of mission – for example, there'll be missions where you'll be torn between attacking a base and having to rush off to stop enemy landing craft before they beach and launch tanks to outflank you. And you'll have more buildings to shoot up – office blocks, for instance, that have to be destroyed floor by floor to make the personnel rush out of the front door. We've also beefed up the friendly craft in escort missions, so instead of following you dumbly they take it upon themselves to attack the enemy and help out. And you remember how you replenished your armour by picking up POWs on some levels of *Zeewolf?*"

"Dumbly they take it upon"

We do indeed.

"Well, there'll be POWs on every level of *Zeewolf 2*. You won't be obliged to rescue them, but it means you can always get that bit more energy if required."

You intend, then, for it to be a harder game? We recall complaining of the bodged passwords which meant you frequently had to slog through three levels that took 20 minutes each to complete in order to get back to the one upon which you died.

"We've fixed that. The idea is that the the passwords will be distributed as needs be – say you've at last managed to beat a 45-minuter, you'll be bound to get a password."

But what abou...

"And dead things disappear from the scanner, which was the other thing you complained about."

Splendid.

ELECTRIC BOOGALOO

By now we had played through five or six demonstration levels, zooming around over pyramids, strafing country cottages to see POWs run out in the characteristic *Zeewolf* right-arm-moving-with-right-leg starfish style, shooting enemy choppers out of the sky and riding the kill, leading our fellow pilots to a base and joining them in the attack, and driving a tank around for a bit. It all seemed terribly good fun, if understandably minimally removed from the original game. But we had saved the most important question until last.

What of the ridiculous animal names?

"They're still there. We're finalising them at the moment."

Tell us some of them.

"No."

Oh, go on. After all, you borrowed our beloved Buster Keaton compilation video and still haven't given it back.

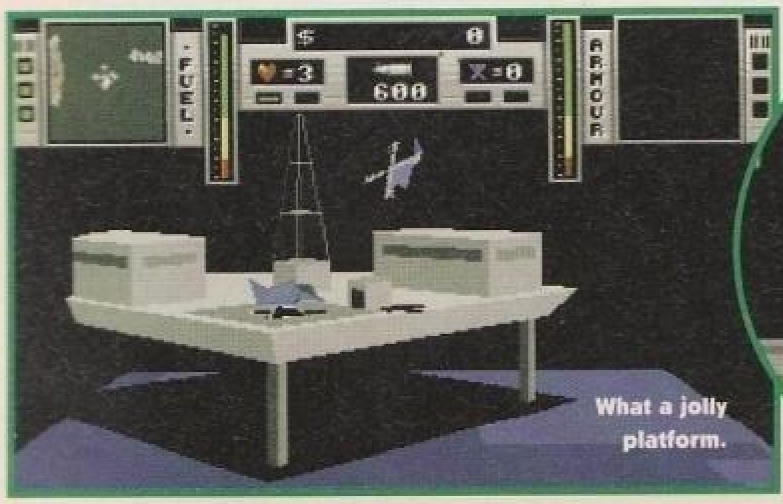
"Oh, all right. On your side you have the buffalo, the barracuda, the kestrel and the albatross. The enemy have terrapins and ocelots, and there's this fantastic unarmed APC called the mule which you can shoot up as a sitting duck."

It's not called, for example, a duck, then.

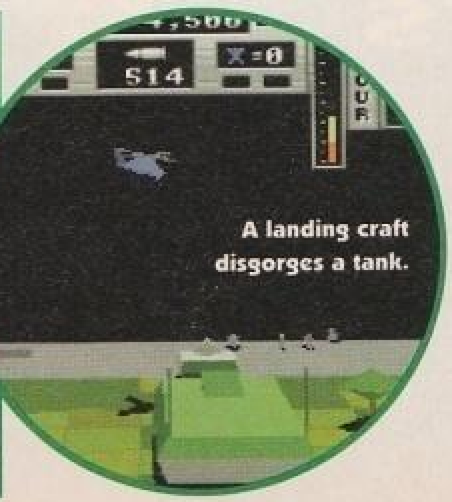
"No."

We hope to review *Zeewolf 2* next month. Apparently we will have a coverdisk demo as well, although we remain unsure of ever seeing our video again.

● *JONATHAN NASH*



What a jolly platform.



A landing craft disgorges a tank.

CHARTS
TOP TWENTY

1. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
2. PLAYER MANAGER 2
Anco/Virgin £20 ★★
3. PREMIER MANAGER 3
Gremlin £26 ★★★★
4. ULTIMATE SOCCER MANAGER
Impressions £26 ★★★★★
5. SENSIBLE GOLF
Virgin £30 ★★★
6. COLONIZATION
Microprose £35 ★★★★★
7. TACTICAL MANAGER 2
Black Legend £26 ★
8. SUPER SKIDMARKS
Acid £28 ★★★★★
9. WORLD CUP YEAR '94
Empire £30 ★★★
10. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★★
11. OVERLORD
Virgin £30 ★★★★
12. FOOTBALL GLORY
Black Legend £26 ★★
13. RISE OF THE ROBOTS
Mirage £43 ★
14. PGA EUROPEAN TOUR
Electronic Arts £26 ★★★★★
15. TURBO TRAX
Arcane £26 ★★
16. COMBAT CLASSICS 3
Empire £30 ★★★★
17. ANIMATION WORKSHOP *(What the hey? – Ed)*
Empire £26 ★★★
18. STARLORD
Microprose £26 ★★★
19. JUNGLE STRIKE
Ocean £26 ★★★★
20. SKIDMARKS
Acid £10 ★★★★★

CHARTS
TOP FIVE BUDGET

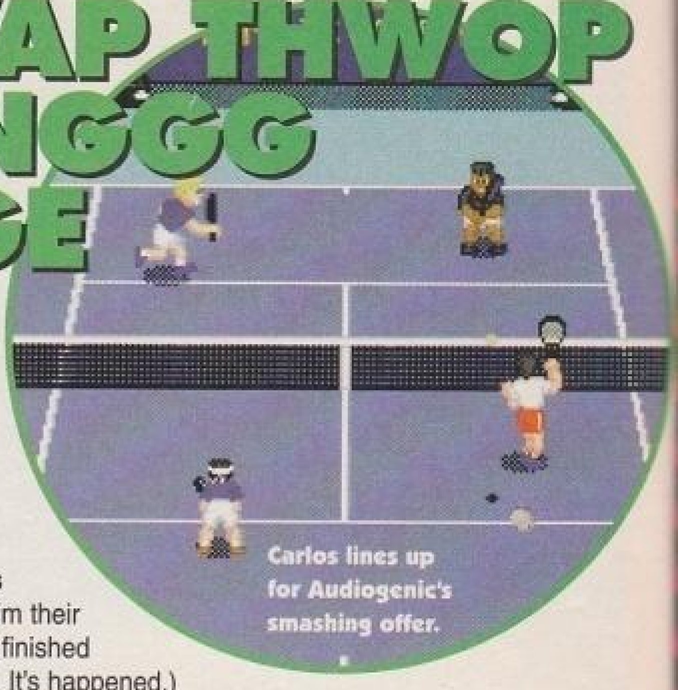
1. THE SETTLERS
Blue Byte £10 ★★★★★
2. FORMULA ONE GRAND PRIX
Powerplus £17 ★★★★
3. ZEEWOLF
Binary Asylum/Empire £10 ★★★★★
4. MONKEY ISLAND 2
Kixx £17 ★★★★★
5. INDIANA JONES: FATE OF ATLANTIS (ADVENTURE)
Kixx £17 ★★★★

CHARTS
TOP FIVE CD32

1. SUPER LEAGUE MANAGER
Audiogenic £30 ★★★★★
2. MORPH
Millenium £30 ★★★★★
3. GLOOM
Black Magic £26 ★★★★★
4. SUPER SKIDMARKS
Acid £26 ★★★★★
5. DEATH MASK
Alternative £30 ★★★

The charts are © ELSPA

THWAP THWOP SPANGGG PINGE



Carlos lines up for Audiogenic's smashing offer.

As you may know, AMIGA POWER has a cast-iron policy of not revealing review scores before the issue is on sale, thus promoting exciting tension moments and preventing injunctions as companies suddenly claim their terrible game wasn't the finished version at all. (No, really. It's happened.) We are, however, allowed to give out quotes for the backs of boxes and the like, which fairly makes a nonsense of the whole thing. Still, it amuses us to TOY WITH THEIR MINDS by picking quotes like, "FOUR-PLAYER MODE OF CHAMPIONS," and, "Thwap thwop spanggg pinge."

Such quotes we gave to Peter Calver of Audiogenic when he enquired after *Super Tennis Champs*. After TOYING WITH HIS MIND we asked him how things were going, and he explained a staggering plan.

"If AMIGA POWER readers who have the *Tennis Champs* coverdisk send it to us when they order a copy of *Super Tennis Champs*, we'll knock £10 off the price of £26," he said.

"What, really?" we asked.

"Yes, really," he said.

And it's true. Send that *Tennis Champs* disk and a cheque for £16 made payable to Audiogenic to Thwap Thwop Spanggg Pinge, Customer Services, Dept 87, Unit 27, Christchurch Industrial Estate, Harrow HA3 8NT and they'll even give you your *Tennis Champs* disk back. For those of you without *Tennis Champs*, you can order issue 52 from page 59 and still save £6. Marvellous.

MYSTERY PRESS RELEASE CORNER

Capricious old Melfax have neglected this month to send us a story about their modem cards, so we turn instead to Phoenix Universal Inkjet Refills. Here is a picture of the things they sell, which, we recall, looked to us like an insulin kit when we chose to use it. We had, if we remember rightly, a wealth of lines like, "Grandfather diabetic? Remind him of his daily injections to combat the world's number one most awkward disease with the Phoenix Universal Inkjet Refill Kit," but we've lost the original piece of paper. Truly it is a mystery press release.

We take the opportunity, therefore, to tell you of *Star Fighter*, a new game by the author of *Virtual Karting*. We would, of course, have given you a large preview of the game, but OTM sort of didn't manage to send any screenshots.

They're inkjet refills. Admire them.

A division of
SOFTWARE PLUS
Britain's largest independent
specialist retailer of
computer games.
Established 1981

SOFTWARE FIRST

Telephone
01268 725500
Fax 01268 590076

AMIGA TITLES

7th Sword of Mendor	£18·99
A Train & Construction Set	£12·99
A10 Tank Killer	£12·99
Air Bucks 1·2	£10·99
Alien Breed Tower Assault	£13·99
All Terrain Racer	£16·49
Andre Agassi Tennis	**£18·99**
Another World	£12·99
Approach Trainer	£23·99
Arcade Pool	£8·99
Award Winners Gold Edition	£11·99
(Sensible Soccer, Jimmy White's, Zool & Elite Plus)	
Award Winners Platinum Edition	**£11·99**
(Frontier Elite 2, Civilisation & Lemmings)	
B17 Flying Fortress	£12·99
Baldie	£18·99
Battle for the Ashes	£8·99
Battle Isle 93	£12·99
Beneath the Steel Sky	£21·99
Birds of Prey	£11·99
Black Crypt	£12·99
Blastar	£7·99
Bloodnet (not A500)	£18·99
Brutal	£18·99
Bubba N Stix	£9·99
Burntime	£17·99
Caesar Deluxe	£10·99
Campaign	£9·99
Campaign 2	£10·99
Cannon Fodder	£10·99
Cannon Fodder 2	£18·49
Championship Manager All Stars	Call
Championship Manager Compendium	£14·99
Championship Manager 2	**£20·99**
Championship Manager Italia 95	£16·99
Chaos Engine 2	**£21·99**
Classic Collection Delphine	£10·99
(Flashback, Another World, Cruise for a Corpse, Op Stealth & Future Wars)	
Classic Collection Lucas Arts	£17·99
(Monkey Island, Indy Last Crusade, Zak Makraken, Loom & Maniac Mansion)	
Colonization	**£21·99**
Combat Classics 2	£11·99
(F19, Pacific War & Silent Service)	
Cricket 94-95 Data Disk	£8·99
Dark Seed	£12·99
Dawn Patrol	£13·99
Death Mask	£16·99
Deluxe Strip Poker 2	£6·99
Desert Strike	£10·99
Detroit	£21·99
Dogfight	£12·99
Dreamweb	£13·99
Dune 2	£10·99
Elfmania	£8·99
Elite Plus	£9·99
Empire Soccer	£8·99
Epic	£10·99
Eye of the Beholder	£12·99
Eye of the Beholder 2	£12·99
F1 World Championship Edition	£18·99
F117A	£12·99
F17 Challenge	£10·99
Fields of Glory	£12·99
FIFA International Soccer	£22·99
Final Over Arcade Cricket	£9·99
Flashback	£12·99
Flight of the Amazon Queen	**£18·99**
Football Director 2	£5·99
Football Director 3	£18·99
Football Glory Indoors	£17·99
Frontier Elite 2	£10·99
Gloom Deluxe	**£19·49**
Graham Gooch Test Match	£18·99
Gunship	£7·99
Gunship 2000	£10·99
Heart of China	£12·99
Heimdall 2	£11·99
Indiana Jones Atlantis Adventure	£11·99
International 1 Day Cricket	£9·99
James Pond 2 Robocod	£8·99
Jimmy White's Whirlwind Snooker	£10·99
Jungle Strike	£10·99
Jurassic Park	£10·99
K240 Utopia 2	£9·99
Kick Off 3	£9·99
Kid Pix	£10·99
Kids Rule OK 2	£11·99
Kingpin	£10·99
Kings Quest 2	£10·99
Kings Quest 3	£10·99
Kings Quest 4	£12·99
Kings Quest 5	£12·99
Kings Quest 6	£21·99
Knights of the Sky	£12·99
Leading Lap	£18·99
Legacy of Sorasil	£12·99
Legends of Valour	£9·99
Leisure Suit Larry 2	£12·99
Leisure Suit Larry 3	£12·99
Links Challenge	£12·99
Lords of The Realm	£21·99
Lost Vikings	£11·99
Manchester Utd Premier League	£11·99
Manchester Utd The Double	£11·99
Master Axe	£16·99
Microprose Grand Prix	£10·99
Microprose Greens	£7·99
Monkey Island 2 Le Chucks Rev	£12·49
Mortal Kombat	£10·99
Nick Faldo Golf	£7·99
Odyssey	Call
Overdrive	£10·99
Overlord	£18·99
Pen Pal Word Processor	£29·99
PGA European Tour Golf	£10·99
PGA Tour Golf Plus	£10·99
Player Manager 2	**£13·99**
Police Quest 2	£12·99
Police Quest 3	£12·99
Power Drive	£18·99
Premier Manager 3	**£9·99**
Premier Manager Multi Edit Kit	£10·99
Primal Rage	£20·99
Project X	£6·99
Rally	Call
Reach for the Skies	£10·99
Realms	£10·99
Red Baron	£10·99
Rise of the Robots	£24·99
Road Rash	£10·99
Robinson's Requiem	£21·99
Rome AD92	£10·99
Ruff & Tumble	£16·99
Ruffian	£12·99
Scrabble	£18·99
Secret of Monkey Island	£12·99
Sensible Golf	**£18·99**
Sensible World of Soccer 1·1	**£18·99**
Settlers	**£12·99**
Shadow Fighter	£10·99
Shuttle	£10·99
Sierra Soccer	£9·99
Silent Service 2	£12·99
Sim Classics Compilation	£21·99
(Sim Life, Sim Ant & Sim City)	
Simon the Sorcerer	£12·99
Simon the Sorcerer 2	**£20·99**
Soccer Team Manager	£10·99
Space Hulk	£10·99
Space Legends	£11·99
(Wing Commander, Elite Plus & Megatraveller 1)	
Space Quest 2	£11·99
Space Quest 3	£12·99
Space Quest 4	£12·99
Speedball 2	£8·99
Speris Legacy	£17·49
Sportsmasters	£11·99
(Indianapolis 500, PGA Tour Golf, European Champions & Advantage Tennis)	
Starlord	**£11·99**
Street Fighter 2	£10·99
Stunt Car Racer	£6·99
Subversion	£9·99
Super League Manager	£17·99
Super Skidmarks	£18·49
Super Street Fighter 2	£20·99
Syndicate	£10·99
Tactical Manager England	£9·99
Team Yankee	£9·99
Test Match Cricket	£9·99
Theme Park	£22·99
Tiny Troops	£17·99
Tornado	£11·99
Total Carnage	£18·99
Total Football	£20·99
Tracksuit Manager 2	£17·99
Treble Champions 2	£11·99
Turbo Trax	£18·99
Turrican 3	£9·99
U52	Call
UFO Enemy Unknown	**£11·99**
Ultimate Soccer Manager	**£18·99**
Uridium 2	£9·99
Valhalla Before the War	£10·99
Valhalla Lord of Infinity	£10·99
Virocop	£17·99
War in the Gulf	£9·99
Whizz	Call
Wing Commander	£10·99
World Class Rugby 95	£14·99
World Cup Year 94	£11·99
(Sensible Soccer, Goal, Striker, Championship Manager 93 & 94 Data Disk)	
World of Soccer	£9·99
Worms	£16·99
Worms Data Disk	Call
WWF European Rampage	£8·99
Zeewolf	£13·99
Zeewolf 2	**Call**
Zool 2	£6·99

A1200 TITLES

Aladdin	£18·99
Alien Breed 3D	**£18·99**
Alien Breed Tower Assault	£13·49
All New World Of Lemmings	£18·99
Andre Agassi Tennis	£18·99
Baldie	£18·99
Bloodnet	£21·99
Burntime	£17·99
Chess	£21·99
Detroit	£21·49
Dreamweb	£13·99
Dungeon Master 2	**£21·99**
Exile	£18·99
Fears	**£18·99**
Fields of Glory	£12·99
First Encounters/Elite 3	**£18·99**
Football Glory Indoors	£18·99
Gloom	**£18·99**
Guardian	£11·99
Heimdall 2	£21·99
High Seas Trader	£21·99
James Pond Compilation	£12·99
Kick Off 3 European Challenge	£18·99
Leading Lap	£18·99
Legends	£20·99
Lion King	£18·99
Lords of the Realm	£21·99
NBA Jam Tournament Edition	**Call**
PGA European Tour Golf	£17·99
Pinball Illusions	£18·99
Premier Manager 3	£16·49
Putty Squad	£18·49
Rise of the Robots	£26·99
Road Kill	£11·99
Robinson's Requiem	£20·99
Shadow Fighter	£10·99
Simon the Sorcerer	£12·99
Simon the Sorcerer 2	**£24·99**
Star Crusader	£18·99
Subwar 2050	£12·99
Super League Manager	£18·99
Super Loopz	£10·99
Super Stardust	£18·49
Super Street Fighter 2	£20·99
TFX	**£25·49**
Theme Park	£22·99
Tornado	£12·99
Tower of Souls	£18·99
Turbo Trax	£18·99
UFO Enemy Unknown	**£11·99**
Ultimate Soccer Manager	£21·99
Virocop	£17·99
Wheel Spin	£18·99

CD32 TITLES

Alien Breed 3D	**£18·99**
Alien Breed Tower Assault	£18·99
Alien Olympics	Call
All Terrain Racer	£18·99
Andre Agassi Tennis	£18·99
Arcade Pool	£9·99
Baldie	£18·99
Basejumpers	£14·99
Beneath the Steel Sky	£20·99
Brutal Sports Football	£8·99
Bubba N Stix	£16·99
Bump and Burn	£10·99
Cannon Fodder	£20·99
Castles 2 Siege and Conquest	£10·99
Dark Seed	£13·99
Death Mask	£18·99
Deepcore	£11·99
Dizzy Big 6	£10·99
Dragonstone	£18·99
Exile	£18·99
Extractors	£13·99
Fears	**£18·99**
Fields of Glory	£11·99
Final Over Arcade Cricket	£10·99
Fire and Ice	£12·99
First Encounters/Elite 3	£18·49
Football Director 3	£18·99
Frontier Elite 2	£10·99
Gamer Gold Collection	£19·99
(Nick Faldo, Bump & Burn & Jetstrike)	
Gloom	£18·99
Gloom 2	**£19·49**
Guardian	£11·99
Gunship 2000	£11·99
Heimdall 2	£21·99
James Pond 3	£8·99
Jetstrike	£17·99
Jungle Strike	£18·99
Kingpin	£10·99
Legends	£21·99
Litil Divil	£18·99
Lost Eden	£21·99
Manchester Utd The Double	£21·99
Mean Arenas	£10·99
Megarace	£21·99
Nigel Mansell World Champ	£10·99
Overkill and Lunar C	£10·99
PGA European Tour Golf	£18·99
Pinball Illusions	£19·49
Pirates Gold	£11·99
Player of the Year	Call
Power Drive	£18·99
Rise of the Robots	£12·99
Road Kill	£11·99
Second Samurai	£17·99
Shadow Fighter	£18·99
Simon the Sorcerer	£12·99
Simon the Sorcerer 2	**£24·99**
Speedball 2	£12·99
Speris Legacy	£17·49
Star Crusader	£18·99
Striker	£10·99
Subwar 2050	£11·99
Super Frog	£10·99
Super League Manager	£19·49
Super Loopz	£10·99
Super Skidmarks	£18·99
Super Stardust	£18·99
Super Street Fighter 2	£21·99
Syndicate	£21·99
Theme Park	£21·99
Tiny Troops	£17·99
Top Gear 2	£18·99
Total Carnage	£10·99
UFO Enemy Unknown	**£11·99**
Universe	£21·99
Wild Cup Soccer	£8·99
World Cup Golf	£21·49
Worms	£18·49
Worms Data Disk	Call
Zool 2	£11·99

AMIGA EDUTAINMENT

Fun School 4 5-7	£16·49
Fun School 4 7-11	£16·49
Fun School 4 Under 5	£16·49
Noddy's Big Adventure	£16·99
Noddy's Playtime	£16·99
Thomas the Tank Engine Coll	£12·99

JOYSTICKS AND ACCESSORIES

3·5 Blank DD Disk x 10 Branded	£4·99
3·5 Blank HD Disk x 10 Branded	£5·99
3·5 Disk Box 100s	£5·99
3·5 Unbranded DSDD Disks x 100	£29·99
3·5 Unbranded DSDD Disks x 50	£15·99
3·5 Unbranded HD Disks x 100	£39·99
3·5 Unbranded HD Disks x 50	£21·99
Cheetah Bug Joystick	£7·99
Competition Pro Super CD32 Pad	£15·99
Mouse Mat	£1·99
Quickshot Python Joystick	£9·99
Quickshot Starfighter 1 Joypad	£8·99
Screenbeat 3 Speakers	£12·99
Screenbeat 70 Watt Speakers	£59·99
Screenbeat Pro 50 Speakers	£32·99
Screenbeat Sub Woofer 50 Watt	£54·99
Speed Mouse Amiga ST Logic 3	£12·99
Speedking Autofire Joystick	£11·99
Star Trek Mouse Mats - Assorted	£7·99
(Choose from Captains, Fleet, Space Station, Crew & Enterprise)	
Zipstick Super Pro Joystick	£12·99
Zydec External Amiga Drive	£49·99
(External 2nd A500 & A1200 3·5" Floppy Drive)	
Zydec Upgrade No Clock	£22·99

IF YOU CAN'T SEE WHAT YOU WANT PLEASE CALL NEW STOCK ARRIVING DAILY

Telephone Orders: **Monday to Friday 9.30am to 7.00pm**
Saturday & Sunday 10.00am to 4.00pm
Answering Service at all other times.

Callers by appointment only. All prices include VAT & Postage for UK Mainland. Add £2.00 to postage price for Europe and £3.00 for rest of the world. Next day service available £3.70. Please send Cheques/PO's payable to:

SOFTWARE FIRST, DEPT AP11, 8 BUCKWINS SQUARE, BASILDON, ESSEX SS13 1BJ.

Please allow sufficient time for cheque clearance. Credit cards are not charged until day of despatch.
Please state make and model of computer when ordering. Some titles may not be released at time of going to press.
We supply only official UK product. Formats supported include Amiga, PC, ST, Master System, Megadrive and Game Gear. All prices subject to change without notice. All items subject to availability. E&OE.

⑱ Proof of age required. We do not supply or condone illicit hardcore material.

SPECIALS

COMBAT CLASSICS 2	**AMIGA**	**£11.99**
DAWN PATROL	**AMIGA**	**£13.99**
PREMIER MANAGER 3	**AMIGA**	**£9.99**
UFO	**AMIGA**	**£11.99**
ZEEWOLF	**AMIGA**	**£13.99**

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.
2) Read the small print in the ads. If it's small, they're obviously trying to hide something.
3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.
4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.
5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.
6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.
7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.
8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.
9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.
10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

Family Ties

Each and every day, the reputations of honest men are irrevocably destroyed by vile slur campaigns. Each minute, caring, decent, family owned companies are bought out and then immediately asset-stripped, their faithful workforce thrown out upon the streets. By the month, the sinister mega-global corporation grows, stinking and writhing like some septic octopus, spreading its foulness throughout all walks of life. Trapped in its grip, we can but keep you informed and warn you to keep back, KEEP BACK, before you too are enwrapped.

This month: **NOTTS COUNTY'S LINKS WITH ILLEGAL MOOD-MANIPULATION EXPERIMENTS**

NOTTS COUNTY – Endsleigh 2nd Division football team supported by...

MARTIN AXFORD – Production Editor on...

AMIGA POWER – A mighty publication owned by...

FUTURE PUBLISHING – A small company swallowed whole by...

•SINISTER MEGA GLOBAL CORPORATION – Callous overlords of...

THE TUSSAUDS GROUP – Who hold in their palms...

ALTON TOWERS – A sinister theme park devoted to...

DELIBERATELY ALTERING YOUR EMOTIONAL STATE

According to the National Audited Bureau of Statistics, since last month's Office Joust feature, office fatalities have risen 12% year-on-year, with an astonishing 97% rise in the number of cardboard tube puncture wounds reported from the 9,072 offices used as a mean sample of the nation's clerical and typing work environments. It seems that you're just not ready for the rough and tumble of gladiatorial combat in the workplace, so this month we present something a little tamer. Pull on lycra shorts as we explain why:

WHITE COLLAR WORKERS CAN'T JUMP

Offices aren't a natural arena for games of basketball for many reasons. Basketball courts are clear rectangular areas with hard floors whereas offices are usually poorly-ventilated, tastelessly-carpeted rooms full of clutter and machinery. Basketball courts have high roofs facilitating impressive jumps: offices tend to have low suspended ceilings. And of course, most offices don't have anyone who looks like Woody Harrelson, making it kind of hard to recreate great basketball hustling moments during your tea breaks. Obviously a few changes in the rules are called for.

YOU WILL NEED:

A tall person with outstretched arms. (The Basket.)
An office free of as much rubbish as possible. (The Court.)
A bouncy ball. (The Ball.)
Two players. (The Teams.)
A Woody Harrelson impersonator. (The Woody Harrelson.)

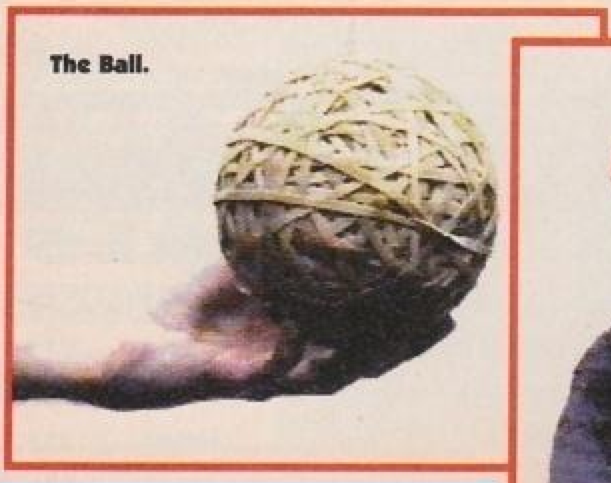
The Basket stands at one end of The Court and forms a loop with his arms. Each Team alternates between attacking and defending The Basket in a classic game of 'one-on-one' as seen in numerous touching father-and-son interludes during numerous dumb coming-of-age American movies.

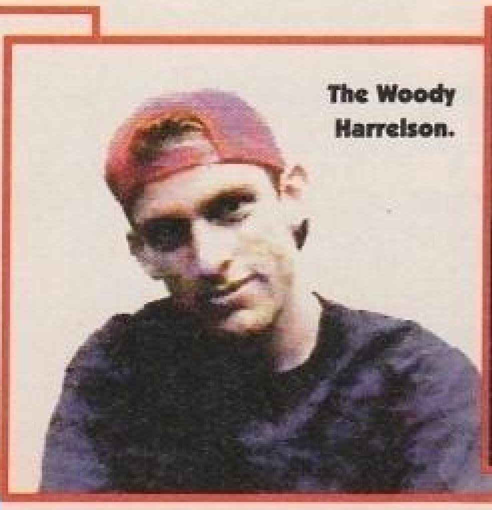
The attacking Team advances with The Ball, bouncing it off the floor hard enough to annoy the accounts department on the floor below.

Only shots which drop cleanly into The Basket count. Rebounds off the backboard (ie The Basket's face) are frowned upon. Usually by The Basket.

The Woody Harrelson struts about using an exaggerated lolloping gait and swearing a lot.

The Team with the most points accrued before the employer (The Referee) sacks everyone (Blows the Final Whistle) is the winner.


The Ball.

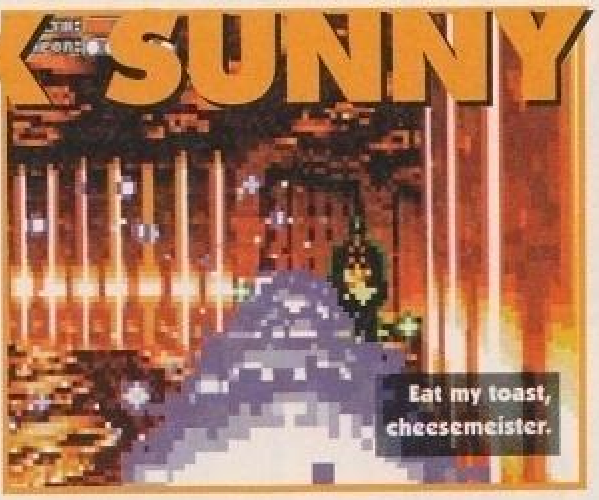

The Woody Harrelson.

He's on fire!

BUT WHY CAN'T WHITE COLLAR WORKERS JUMP?

See that ventilation fan in your office? You know, the one on the ceiling, the one with steel blades? Well, switch it on, let it run up to speed, then jump as high as you can. Done that? Okay, what was the question again?

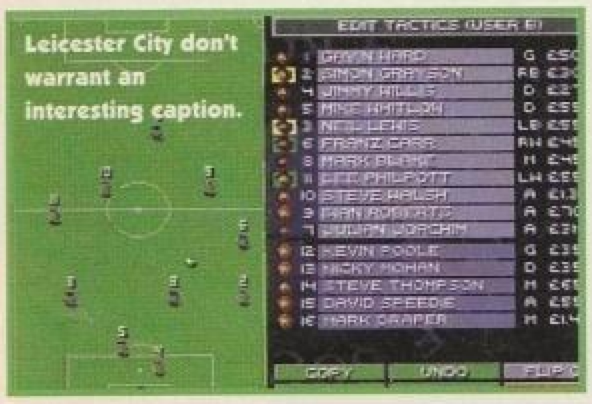
OUTLOOK SUNNY



Eat my toast, cheesemeister.

Black Magic, they of *Gloom* fame, are hard at work on converting the game to the A500. Yes, folks, *Gloom Deluxe* will work on "any Amiga with 2mb of memory and an accelerator." It'll even have "enhanced graphics" although we don't quite see how, it being an older machine and all. There will also be a *Gloom 2* for the CD32, which is actually the *Gloom Data Disk* – but on the CD32, and the *Gloom Data Disk* itself. It's all rather confusing really. Expect everything all at once during December.

……



Leicester City don't warrant an interesting caption.

```
EDIT TACTICS (USER E)
 1 GAVIN WARD        G
 2 SIMON GRAYSON     RB
 4 JIMMY WILLIS      D
 5 MIKE WHITLOW      D
 3 NEIL LEWIS        LB
 6 FRANZ CARR        RW
 8 MARK BLAKE        M
11 LEE PHILPOTT      LW
10 STEVE WALSH       A
 9 IWAN ROBERTS      A
 7 JULIAN JOACHIM    A
12 KEVIN POOLE       G
13 NICKY MOHAN       D
14 STEVE THOMPSON    M
15 DAVID SPEEDIE     A
16 MARK DRAPER       M
```

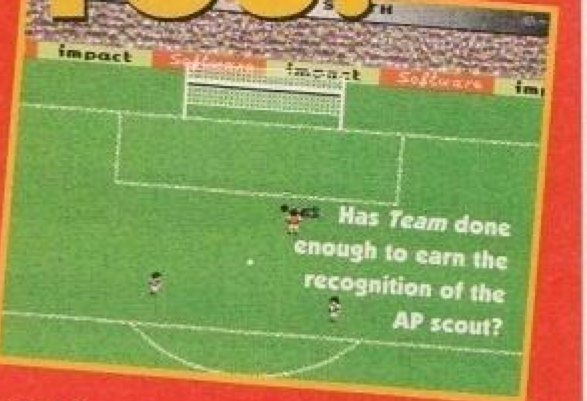
THIS TIME IT WORKS

We learn by the time-honoured expedient of answering a ringing telephone that the debugged, up-to-date *Sensible World of Soccer* is coming soon. We trust it still has our clever and funny AP team in.

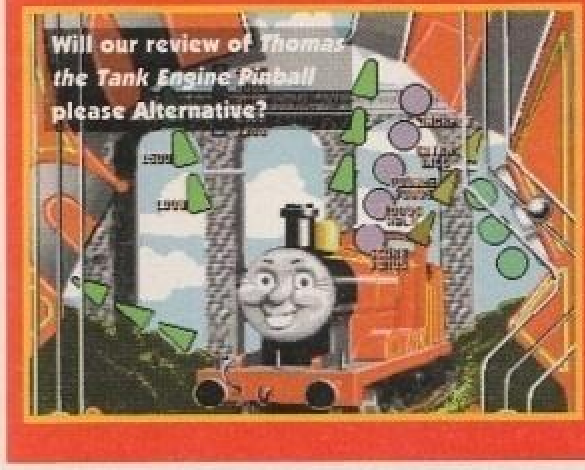
GAMES! GAMES, WE TELL YOU!

Ironically, this month's issue was too small to contain the full complement of games we had in. *Team, Thomas the Tank Engine Pinball* and *Leading Lap* had all to be put back at the last possible minute to accomodate *Alien Breed 3D* which we were told by distributors Ocean had been delayed for three weeks, but which new-fangled long-haired student layabout C-Monster bought in a shop down the road.

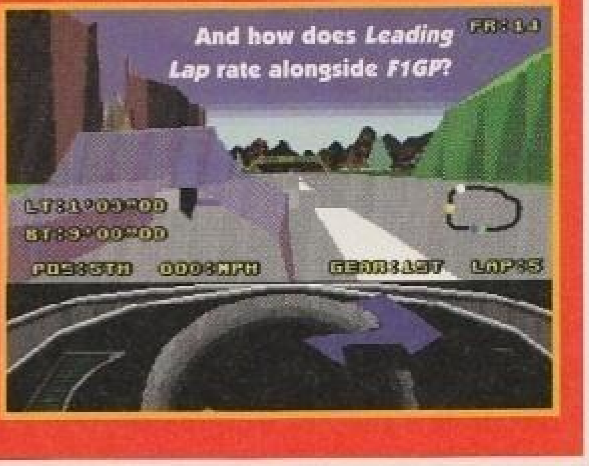
Still. It does mean we've already three games in hand for next month, which is slightly worrying as we'd planned another huge feature with which to amuse ourselves. Life's a crazy old merry-go-round, isn't it, readers?



Has *Team* done enough to earn the recognition of the AP scout?



Will our review of *Thomas the Tank Engine Pinball* please Alternative?



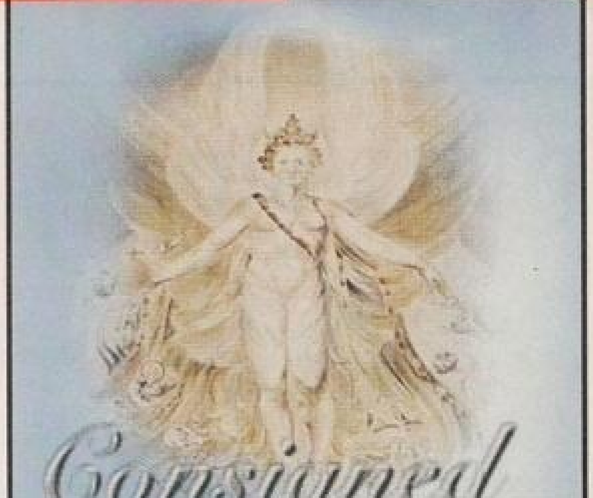
And how does *Leading Lap* rate alongside *F1GP*?

GOOD, STRONG TEA

It's good, it's strong and it's Kenyan. It's also tea.

KENYA
TEA BAGS
ROUND BAGS
Kenya Tea
FEB 97

We feel duty-bound to inform you of a splendid new tea being sold by Sainsbury. It is called Kenya Tea Bags Tea and sports a picture of an elephant on its cover for easy identification.



Consigned To Heaven

Running along the platform with tear-filled eyes we wave goodbye to these artefacts leaving on the 9.15 to Yesterdaysville.

OUR WALL
Flying in the face of AP opinion, the OAFS OF OFFICIALDOM tore down the wall dividing US from THEM. Sturdy bookcases have replaced it but they can't stop the draught which gusts through our hearts.

VINNIE VEGA
Elton Bird put him in *Super Tennis Champs* so we put him on our cover. Then Audiogenic took him out. We couldn't.

GENTLEMANLY GANG FIGHTS
The Warriors – a 1981 movie about US street gangs – was on recently. Everyone in the film was horrified when the villain pulled a gun. How pleasingly twee.

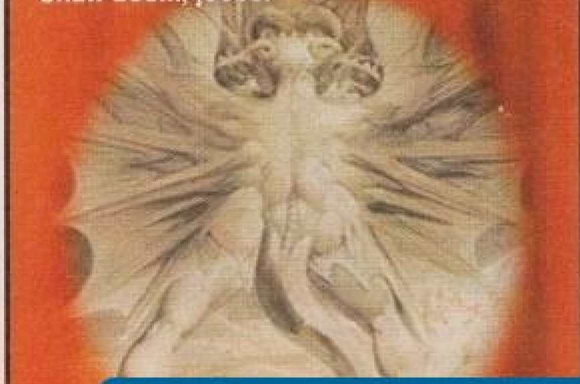
GOING DOWN

That which we find objectionable appears here. Quake lest you slip in and we ask of our good friend the Pope to stitch you up like a kipper.

VERY
Officially recognised as THE ADJECTIVE OF THE AMMONIACAL ADJUTANT, we'll use it only when we're being cleverly retrospective. Or secretly ironic.

SANTA BUGITO
A cartoon from the company behind Duckman which mistakes drawing flies projectile-vomiting for being funny. IT IS THE PEST – WE ARE THE FLIT GUN.

MADE IN HONG KONG
The video label that released The Killer and the Better Tomorrows. What happened to you, guys? YOU HAVE FAILED US. Chaw boom, joobs.



WATCHTO

Monsters, U-boats, watchtowers and tanks galore but no Bob Dylan. Phew.

AMIGA POWER PREVIEW

Runs on: A1200
Publisher: Daze
Authors: Cyber Arts

Remember *Stardust*? Well, DO YOU? It's the game that did for *Asteroids* what the coin-op *Total Carnage* did for *Robotron*, and NONE OF YOU BOUGHT IT because it was cheap, or something. The people behind the game, Bloodhouse, went on to write the A1200 sequel *Super Stardust* (even glitzier, slightly better) before splitting up like the Beatles, except without anyone getting shot five times in New York but missing Yoko Ono. Cyber Arts (ee-*urch*) is the new company from some of those folks, and *Watchtower* is their first game. And they've done their 'thing' again, this time for *Ikari Warriors*.

"It's *The Chaos Engine*," squealed Sue upon seeing the game. And she's right, sort of. After all, *Chaos Engine* nicked almost everything from *Ikari Warriors* as if a polo-necked street urchin played by a young Gordon Jackson with a brick, so there you go. Unlike *Chaos Engine* you don't get computer players in one-player mode, and exactly like the original pre-Team 17'd *Super Stardust*, *Watchtower* is *stupendously* difficult. Monsters pour in from all sides, buffered by tanks, U-boats and (hello nurse) watchtowers. Horribly ingeniously, you can take two hits each life before turning up your toes and so fair distribution of health bonuses is hurled through the window like an uncredited cowboy. Curious, we tried the harder difficulty level. It involved the monsters stumbling on with flesh wounds unless you shot them three times. Eek.

"We'd like your opinions before we decide whether we'll release it," said Daze when they came to show us the game.

"Turning up your toes"

An admirable attitude. Here is what we said to them.

"It's a bit slow."

"Aaarghh."

"Get off, it's my go."

"You TOOK MY HEALTH BONUS."

"Bah. The bullets do not splash pleasingly in the water."

"Tsk. The graphics are unusually blocky for an A1200-only game."

"But the ricochets are fantastic."

"And the title music, which is quite clearly the opening theme from The A-Team."

"GIVE ME MY HEALTH BONUS."

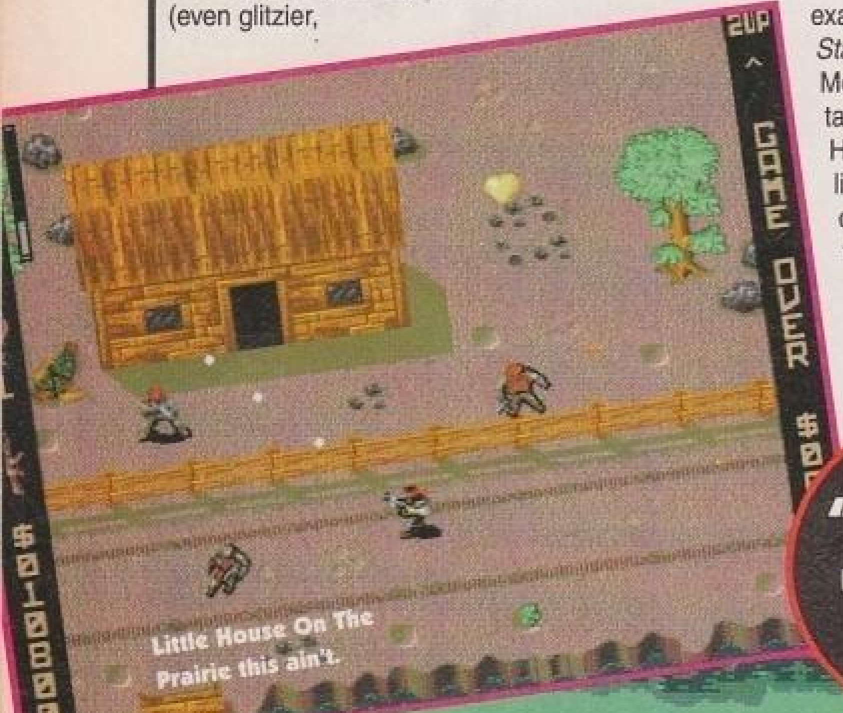
"If you're in trouble and no one else can help you, and if you can find them, maybe you can hire – The A-Team. Starring George Peppard, who is dead, Dirk Benedict who we have learned from the Dead People Server isn't, and Mr T. Wasn't his real name Mr R, or something?"

"I'm not sure about not being able to move while firing. If nothing else it gives your commando a juddery, misfiring neurons feel as you stutter across the screen spraying hot leaden death."

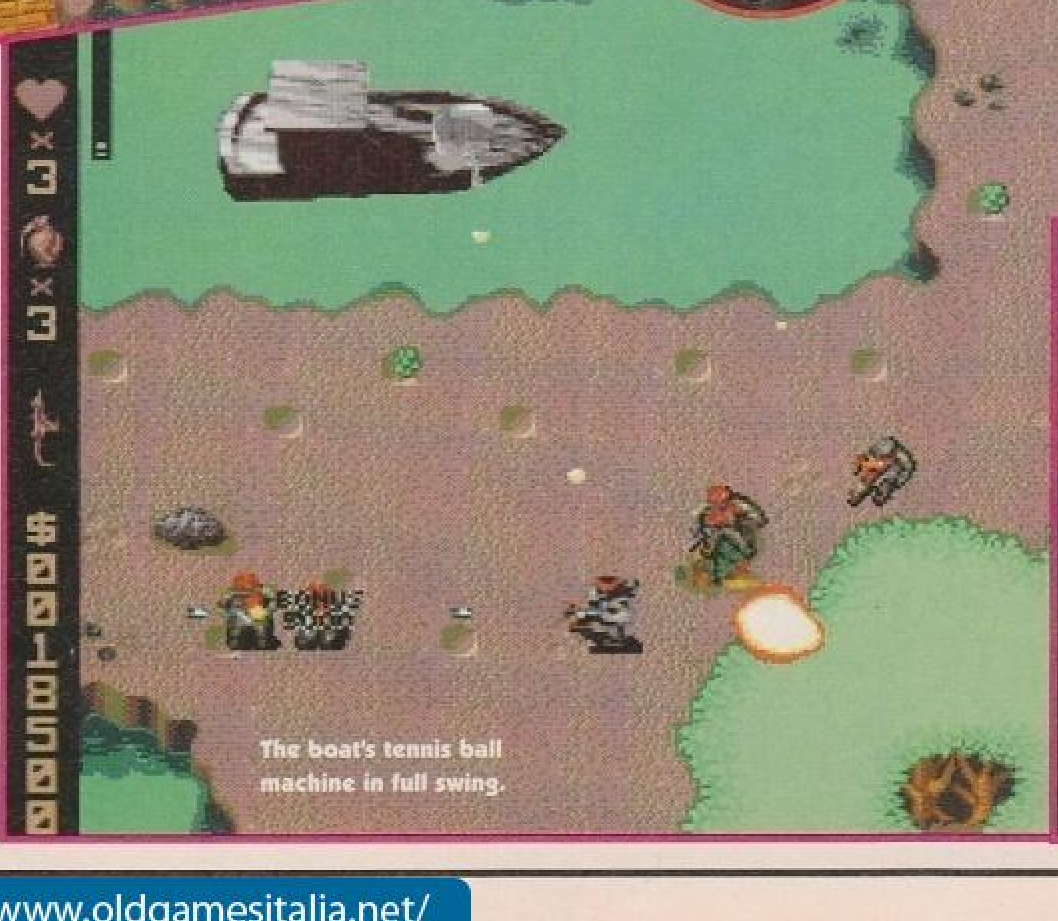
"Lord, that programme was bad."

And so on. Our conclusions: *Watchtower* is worthy of a release, although we were slightly worried by its sluggishness (though the whole game runs at a constant slower speed rather than being slow), and The A-Team should have been executed by firing squad in episode three. Sue also expressed dismay at not being able to 'buy' the second player back upon their death. There are no traditional continues either. And, we hear, fearsome end-of-level bosses. But it is nothing a spot of tweaking won't fix. (For example, the easier difficulty levels should give three hits in lieu, instead of merely making the monsters slightly easier to kill.) We believe we have put Daze's minds at rest about the game, which they plan to release at £20. We await the finished game with glee, and trust you people who like the coin-op *Total Carnage* (and, indeed, *The Chaos Engine*) will not wait inexplicably until the game is sold to another company and the price put up £10. Grrrr.

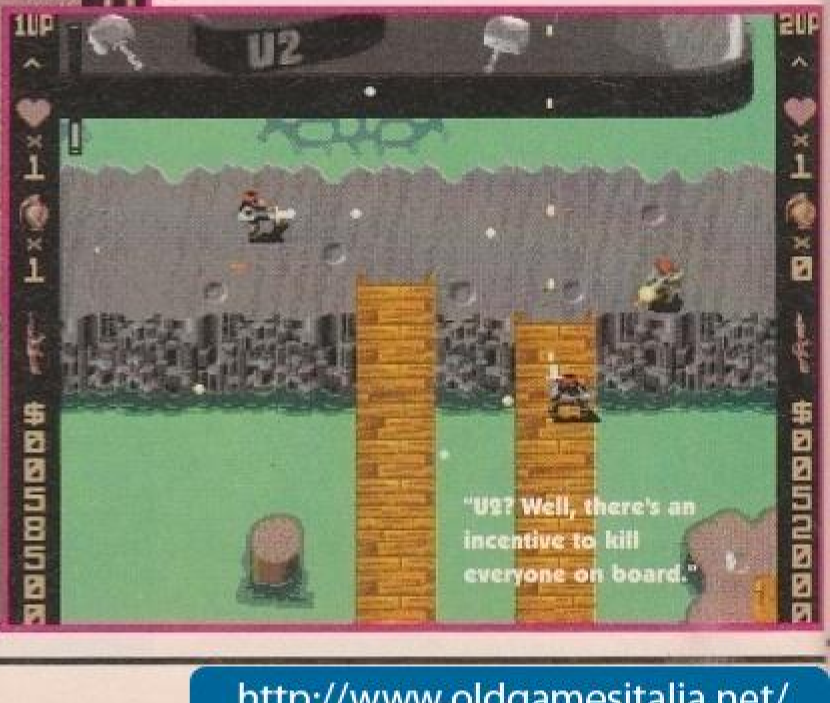
● *JONATHAN NASH*



Little House On The Prairie this ain't.

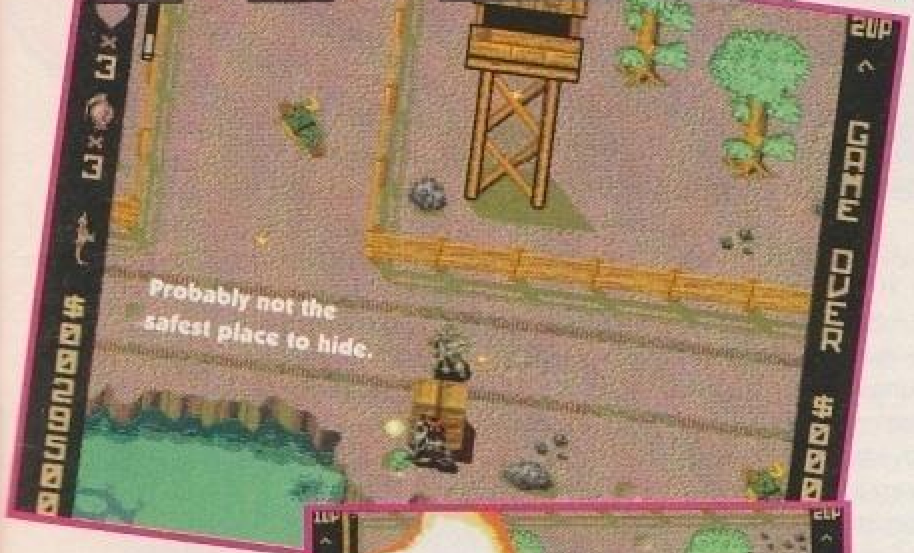


The boat's tennis ball machine in full swing.

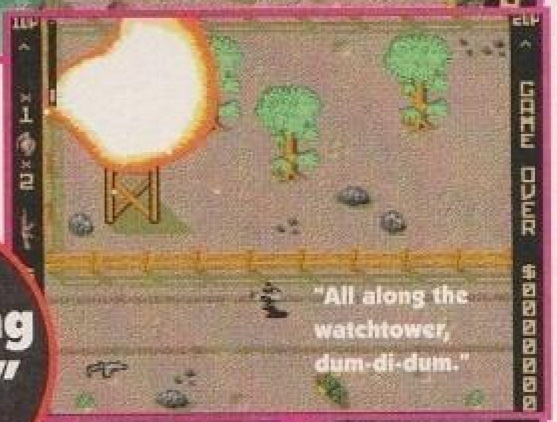


"U2? Well, there's an incentive to kill everyone on board."

WER

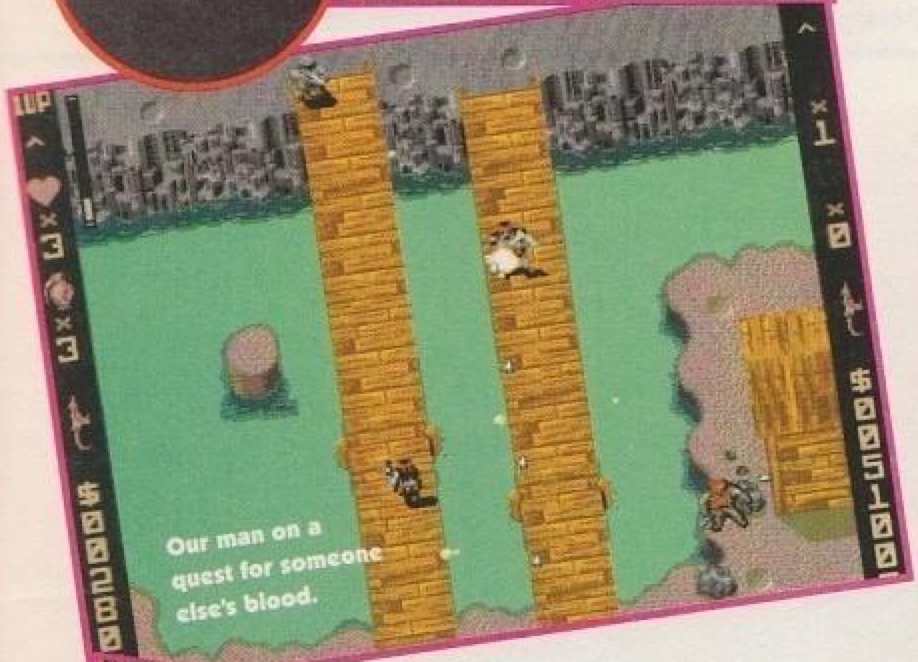

2UP
GAME OVER

Probably not the safest place to hide.

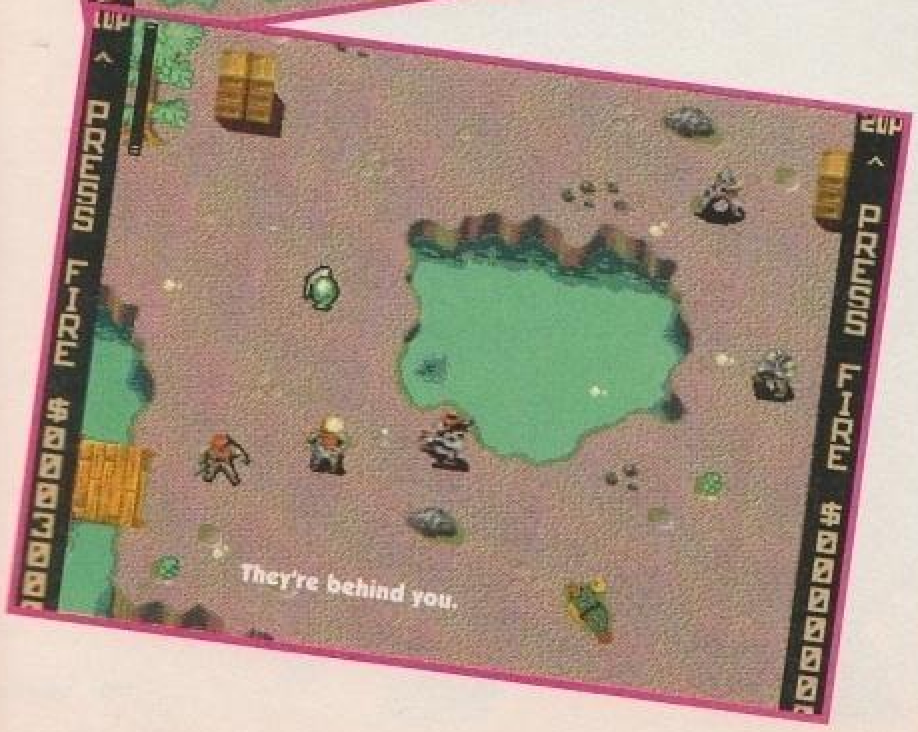

1UP
2UP
GAME OVER

"All along the watchtower, dum-di-dum."

"Misfiring neurons"



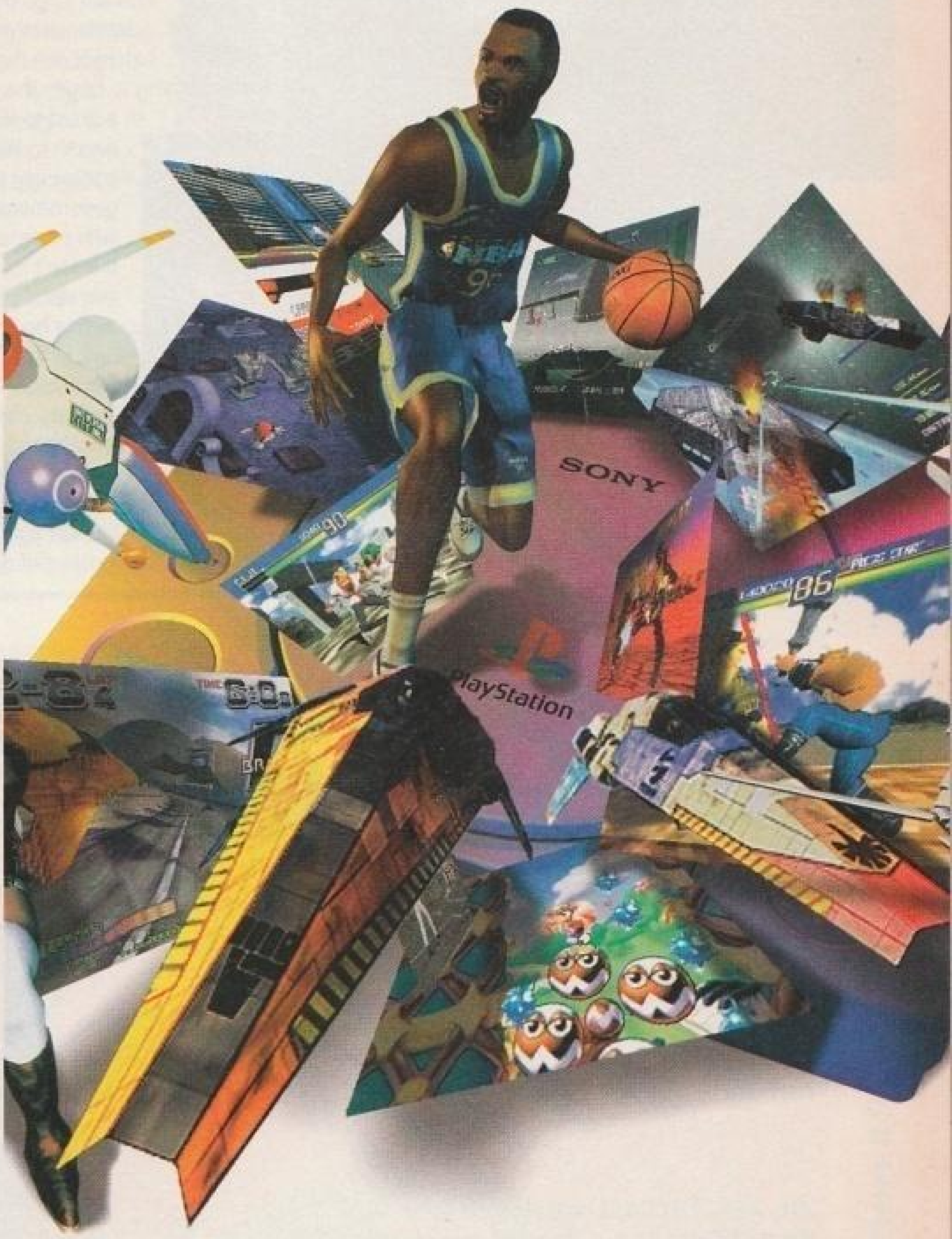
Our man on a quest for someone else's blood.


1UP
2UP
PRESS FIRE
PRESS FIRE

They're behind you.

If you thought all videogame mags were the same...

Think again


SONY
PlayStation

The Official PlayStation™ Magazine No. 1

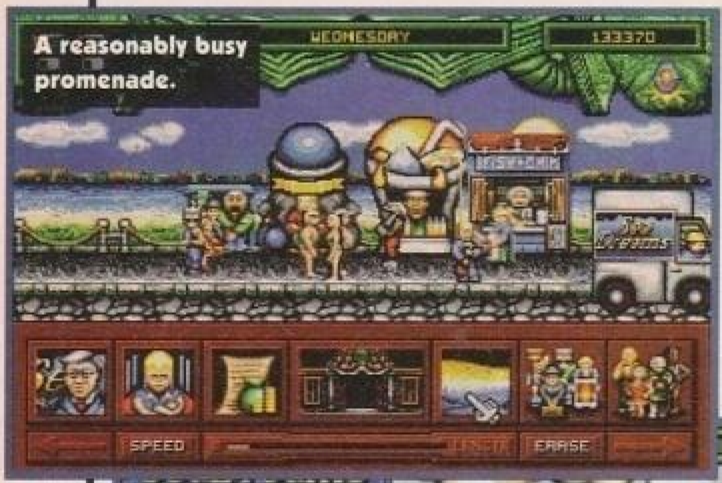
On sale this month

PlayStation
Future Publishing
SONY

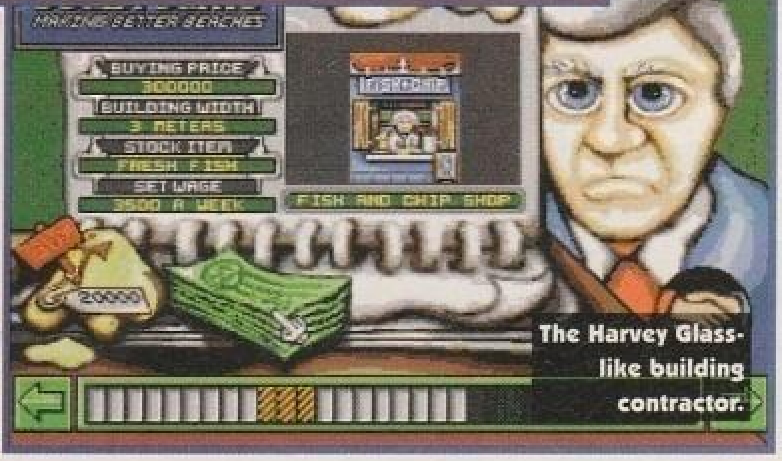
The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

HILLSEA L

AMIGA POWER PREVIEW



A reasonably busy promenade.



The Harvey Glass-like building contractor.

Runs on: A500, A600, A1200
Publisher: Vulcan
Author: Lisa Tunnah (design), Paul Carrington (code)
ETA: Christmas

But it wasn't my fault. All I did was attempt to go out for 10 minutes to buy a sandwich. When I returned, having naturally left the preview copy of *Hillsea Lido* running to bagsy the working A1200, I was aghast to discover my promenade awash in litter, my tourists spouse-batteringly unhappy and government inspectors taunting me with awards that I would never win. It wasn't my fault. You do believe me, don't you?

"Ha ha."

It is the CRUEL, MOCKING LAUGHTER of Vulcan's Lisa Tunnah, conveyed via the electric telephone.

"Ha ha ha."

I have clearly failed. I am advised to start again, having managed, instead of progressing to the stage where the programmer's elderly relatives hang-glide across the screen (most of the people in the game are real, chosen at random from Vulcan's sinister leatherette briefcase of registered users and propelled into the game as if shot by David Warner's laser gun) to build the seafront equivalent of a warzone.

But wait. *Hillsea Lido* is *Theme Park*, isn't it?

"It's not *Theme Park*."

Yes it is.

"It's not."

Is too.

"Well, it is a bit."

As I suspected.

"But it's all about having fun. And it's based on a genuine prom about four miles down the road from us."

A peculiar application of logic. But it does indeed appear extremely good fun. Despite being hampered by a complete lack of instructions and the need for a sandwich, I was able to scatter Punch and Judy booths and dingy hire stalls

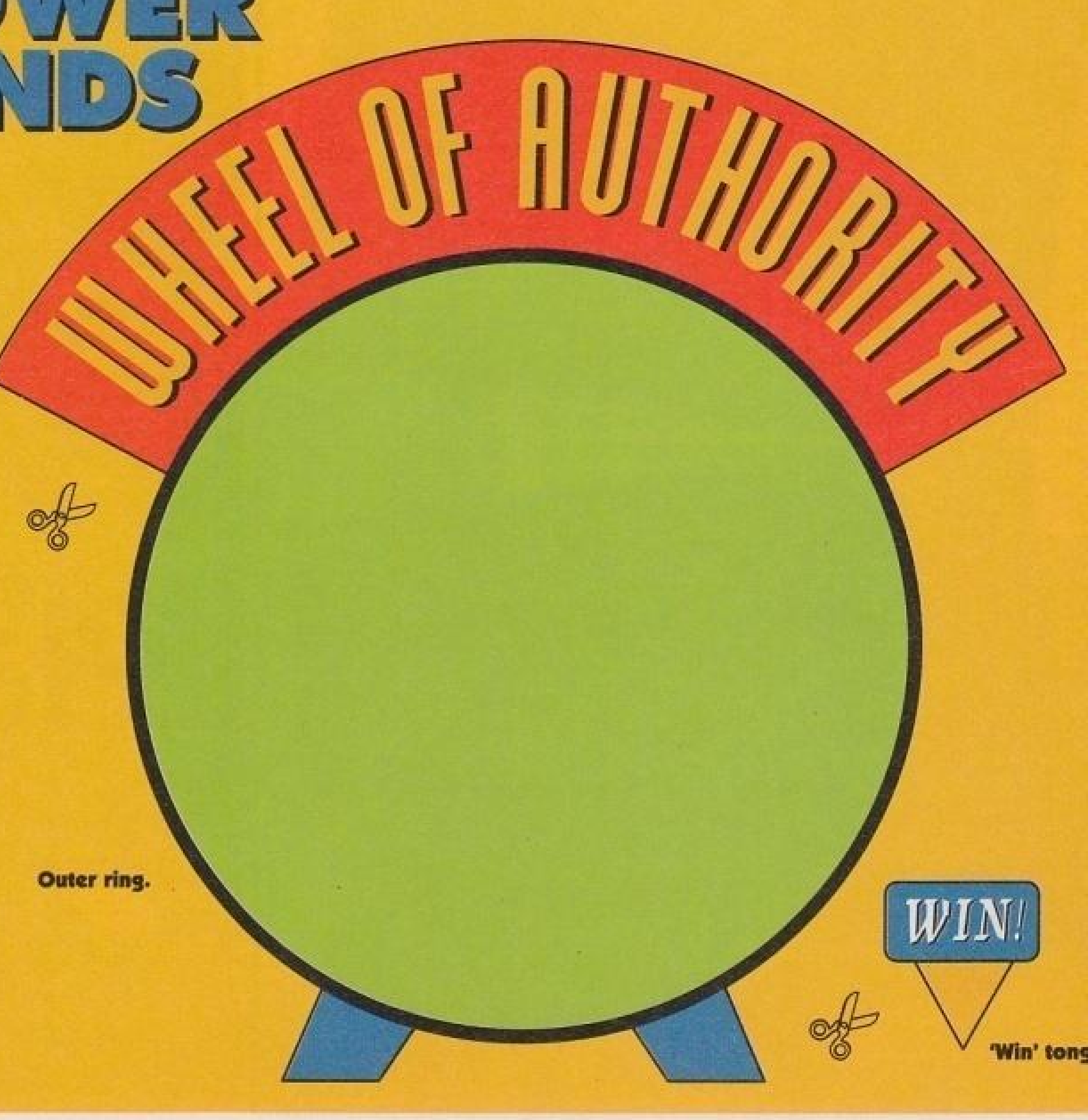
AMIGA POWER RECOMMENDS 1995

It's that time again. *(Time to pull silly faces? – Wakko.) (Time to ridicule Amiga Action? – Dot.)* No, it's time to learn what's worth buying for this Christmas. And to find out that, we turn to...

THE WHEEL OF AUTHORITY

Yes, AMIGA POWER has become bored with the traditional approach to recommending games of the past year. It is time, we feel, to put TACTILE RESPONSE back into the process. And, while unable due to legalities to provide an origami Father Christmas on whose lap to sit, we're sure THE WHEEL OF AUTHORITY will function adequately in his stead. (You know... for kids.) Follow our simple directions and place your trust in the magic chant:

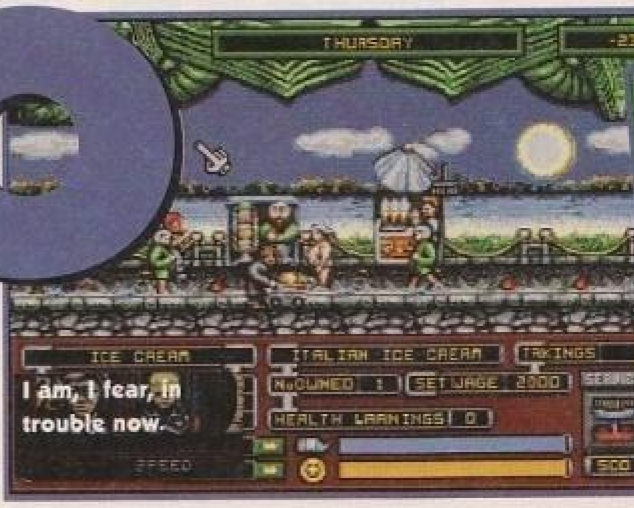
Wheel Of Authority, turn turn turn. Tell us what to buy with the money we earn.



Outer ring.

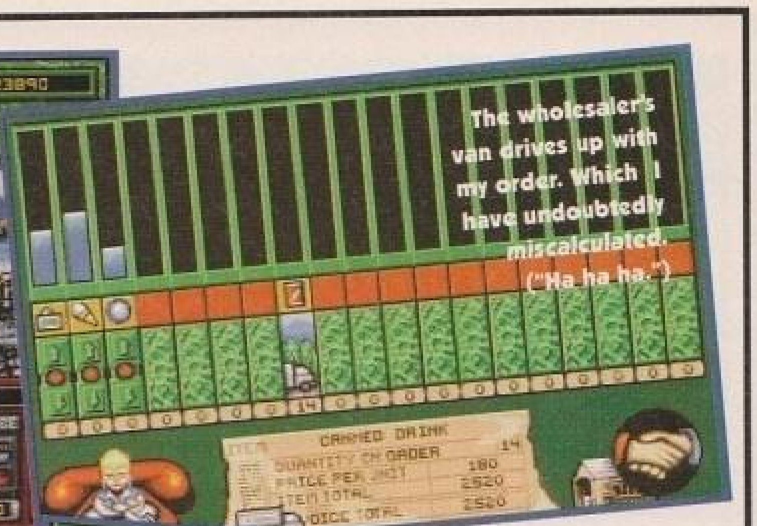
'Win' tong

LIDO



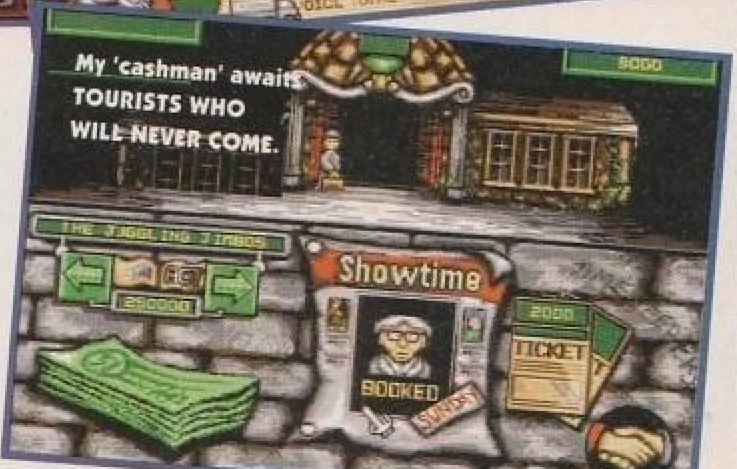
I am, I fear, in trouble now.

THURSDAY
-23890
ICE CREAM
ITALIAN ICE CREAM
TAKINGS
No.OWNED 1
SET WAGE 2000
HEALTH WARNINGS 0
SPEED
500



The wholesaler's van drives up with my order. Which I have undoubtedly miscalculated. ("Ha ha ha.")

CANNED DRINK
QUANTITY ON ORDER 14
PRICE PER UNIT 180
ITEM TOTAL 2520
INVOICE TOTAL 2520



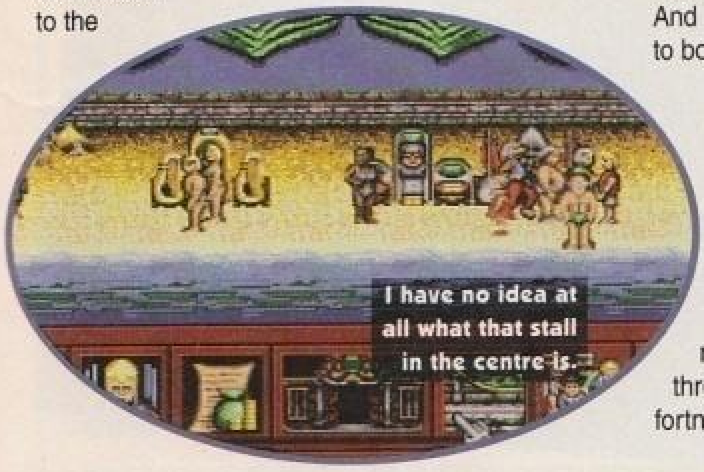
My 'cashman' awaits TOURISTS WHO WILL NEVER COME.

8000
THE JIGGLING JIMBOS
250000
Showtime
BOOKED
2000
TICKET

(we've mentioned the faintly amusing error) about my beach, then, as the tourists were attracted by these innocent diversions, pounce with my promful of tat salesmen. A flurry of tourist activity and I was bankrupt, for my tat was of an inadequate quality.

Curses.

"It's human nature," soothes Lisa, although her CRUEL MOCKING LAUGHTER still rings in my ears. "I expect you'd set the prices too high and hadn't considered the state of the prom, or even the commission to the stallholder. The tourists won't like that."



I have no idea at all what that stall in the centre is.

She was right. Clearly, then, *Hillsea Lido* is one of those deceptively open management sims. (Similar to, for example, *Theme Park*, although I am, of course, too sporting to mention it again.) And I have probably erred by neglecting to book an end-of-pier show.

"Ha ha ha. Yes."

Sizzle.

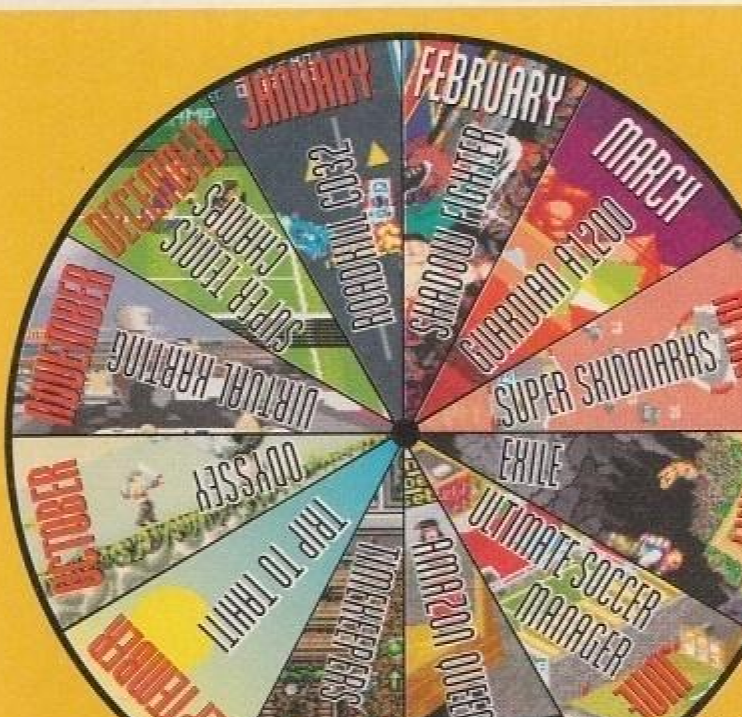
"That's where you make most of your money. We don't have the acts in your demo, but you book them, advertise them as much throughout the week, and can then join the tourist audience to watch it on Saturday. They're really funny, and a sort of reward for getting through the week. We'll have those in within a fortnight."

Jiminy – another game for next issue. I bid farewell and replace the receiver, turning to discover that my 'cashman' (he who collects money from the stallholders) has been mugged. CRUEL MOCKING LAUGHTER appears to drift through the air.

"Ha ha ha."

I fume.

● ***JONATHAN NASH***



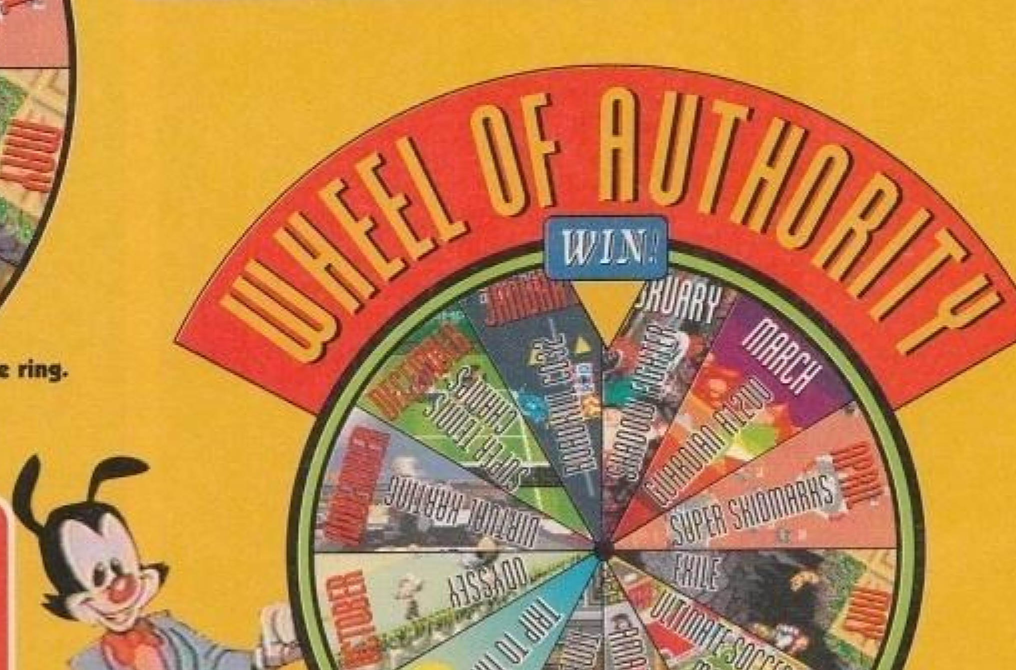
Prize ring.

JANUARY
ROADKILL CD32
FEBRUARY
SHADOW FIGHTER
MARCH
GUARDIAN A1200
APRIL
SUPER SKIDMARKS
MAY
EXILE
JUNE
ULTIMATE SOCCER MANAGER
JULY
AMAZON QUEEN
t on Rico in ca
AUGUST
TIMEKEEPERS
SEPTEMBER
TRIP TO TAHITI
OCTOBER
ODYSSEY
NOVEMBER
VIRTUAL KARTING
DECEMBER
SUPER TENNIS CHAMPS

INSTRUCTIONS FOR USE

When completed, your Wheel Of Authority should look like the picture below. (Yakko Warner not included.)

1. Speak the magic chant.
2. Spin the Wheel Of Authority.
3. Add that which is recommended to your Christmas list.
4. Continue spinning until needs are met.



WHEEL OF AUTHORITY
WIN!

ASSEMBLY INSTRUCTIONS

1. Glue these pages to thin card.
2. Get a responsible adult to help you cut out the outer wheel, prize ring and 'win' tongue.
3. Align the circles and fasten through the centre as indicated. Ensure the prize ring can rotate freely.
4. Fasten the tongue to the outer wheel so it overhangs the prize ring without impeding its movement.
5. For a non-portable model, attach a strut of card to the centre of the back of the outer wheel as a third leg.

HEY! OLD PEOPLE!

Our attention has recently been drawn to a magazine catering especially for you. It is called Yours, and features columns entitled "What Kids Say" and "Roy Hudd Speaks" and "A Nostalgic Journey From A to Z" which this week covers G ("Gas Masks... Dave Willis sang a Scottish song, Ma Wee Gas Mask") and Pet Tributes and Illness Support ("I would appreciate hearing from anyone with macular degeneration").

It is only this magazine and the Priscilla, Queen of the Desert soundtrack that have kept us going over the recent alarmingly high number of all-nighters we have SUFFERED to bring YOU the issue, and we recommend it highly. And it's only 70p, leaving you plenty of money to spend on canned meats and sheet music.

70p
The big-value monthly treat for the young at heart!
YOURS
Meet the stars!
UNA STUBBS
RUSS CONWAY
SU POLLARD
WIN hampers!
SAVE 30P OFF
HEALTH
Fed up with perishing packaging?
Yours free with a box of fifty colostomy bags.
INSIDE! Your Pensioners' Charter
ADVICE ON • pets • benefits • gardening • cookery • money

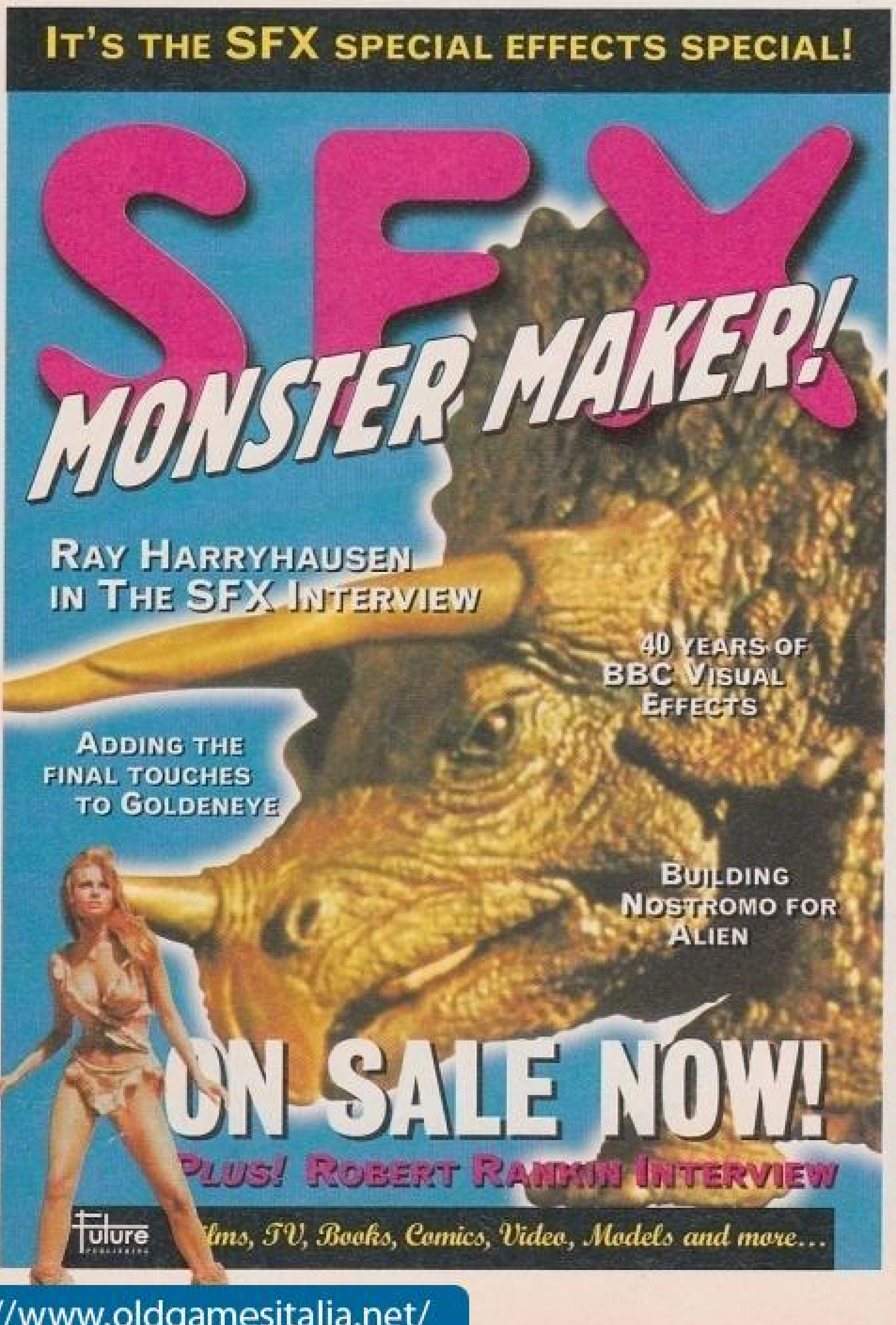
WEAR A SPACE-AGE HEAD 2

Vigilant readers will recall our story in AP51 of Atari's constructing a SPACE-AGE HEAD which would imbue the wearer with an air of progressive, knowledgeable authority about the FUTURE THAT IS ALMOST HERE but tragically make it more difficult to delight in the gambolling of a frisky puppy or the cinema ad for a local photo studio that should clearly bear the slogan, "Come in and be made to look like a prostitute." Now, at last, Amiga owners can project themselves into the 22nd century – AND BEYOND.

"Connect I-GLASSES to a computer to watch full-colour 3D video images leap around in the space before your eyes," kerpows the blurb, presumably meaning "in front of your eyes" rather than in some ghastly empty sockets that pre-dated your peepers. Peculiarly, whereas the PC version lets you move your head around and see more of THE VIRTUAL EARTH, the Amiga one doesn't and so appears completely pointless. But it is £300 cheaper at only £600, so that's all right then.

It's probably libellous to say they look silly so we won't.

IT'S THE SFX SPECIAL EFFECTS SPECIAL!


SFX
MONSTER MAKER!
RAY HARRYHAUSEN IN THE SFX INTERVIEW
40 YEARS OF BBC VISUAL EFFECTS
ADDING THE FINAL TOUCHES TO GOLDENEYE
BUILDING NOSTROMO FOR ALIEN
ON SALE NOW!
PLUS! ROBERT RANKIN INTERVIEW
Future
Films, TV, Books, Comics, Video, Models and more...

The smallest fact cannot hide from

THE DISSEMINATOR

A barked command over a portable phone. A silent car slipping along an alley. A pool of light across a waiting woman. Slack reviewers and THOSE WHO LIE cower in their grimy rooming-houses. The Disseminator is abroad.

	The One	Amiga Action	Amiga Power
ATR	85%	‡88%	38%
Behind the Iron Gate	78%	52%	55%
Brutal	†69%	‡90%	27%
Citadel	—	67%	67%
Fears	87%	92%	40%
Flight of the Amazon Queen	—	87%	‡84%
Hollywood Hustler	†84%	67%	35%
Kingpin	78%	84%	47%
Pinball Mania	—	‡72%	11%
Rise of the Robots	59%	92%	5%
Sensible Golf	81%	90%	69%
Speris Legacy	—	‡86%	—
Super League Manager	52%	34%	89%
Thomas the Tank Pinball	—	81%	—
Timekeepers	†89%	‡87%	82%
Tower of Souls	85%	73%	34%
Turbo Trax	79%	92%	46%
Valhalla/Before the War	44%	94%	19%
Valhalla/Lord of Infinity	81%	‡94%	19%
Virtual Karting	—	64%	80%
Wheelspin	84%	†23%	—
Whizz	†87%	42%	41%

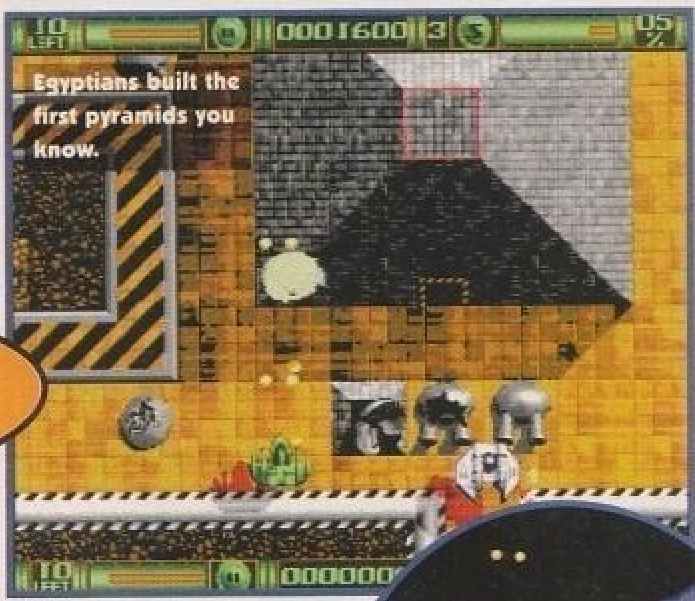
* Cover illustration of review issue
‡ On sale through magazine in 'special offer'
† Reviewed in the all-new The One

XP8

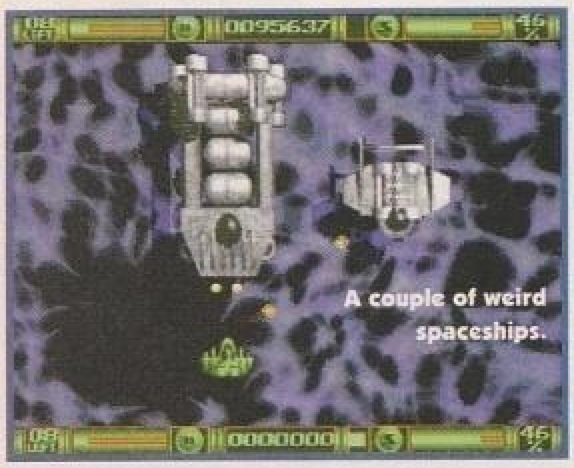
AMIGA POWER PREVIEW

Runs on: A1200
Publisher: Not quite yet
Authors: Weathermane Software
ETA: December

Join, morph, become as one. In space.



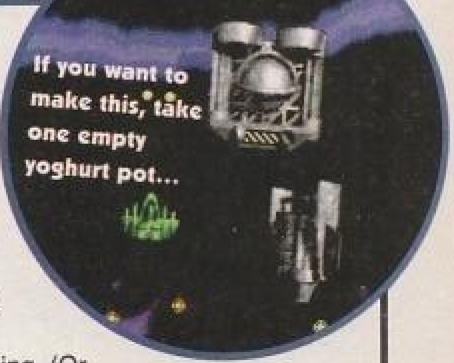
Egyptians built the first pyramids you know.



A couple of weird spaceships.

The old maxim that two heads are better than one (incidentally, the reasoning behind having two teams of one person versus one team of two on top quiz show Blockbusters) might well be true. *(I agree. – A bicephalic.)* But what about two ships and two players? Would they make a better fighting force working together rather than going for personal glory and its rewards?

Such questions plagued the programmers of *XP8*. So they wrote the game to answer them. When playing this vertical scroller with more than a hint of *Super Stardust* about it (the ray-traced graphics reminded me lots of that game, and there's even a bit where huge boulders fly down the screen at you) in two-player mode, closing the ships together and pressing the space bar mutates them in typical Transformers/Power Rangers/Latest Fad fashion and TWO BECOME ONE. Player one controls the movement and the main guns, leaving player two as rear-gunner. Between you, you can clean up the streets, or something. (Or press space again and split back into two ships, in actual fact.)



If you want to make this, take one empty yoghurt pot...

XP8 is all but finished and, we hear in last-minute news style on press day itself, it is on the verge of being signed up by OTM of *Virtual Karting* fame. What excitement.

● ***PAUL MELLERICK***

BRING ME THE HEAD OF KENNEDY THE PRESIDENT

Every copy of every issue of AMIGA POWER is 'special'. Very, very 'special'. But no matter how many times you lovingly stroke the contents page, or fan from front to back cover, dreamily inhaling the euphoric aroma of the thinners that the printers sluice through their presses to dilute our gorgeous reds into muddy oranges, no matter how many times you tell your relatives that your copy is 'special', you can never claim that it's unique. Our circulation may have dipped a bit of late, but there are still 40,000 copies of each issue printed.

To get something that's 'special' AND unique, you have to enter the Inner Sanctum of Ultimate Dissemination – the AP office. For in this haven of truth lie the many unique treasures that form the AP archive (which vigilant readers will recall being advertised in AP52). The archive, in line with the rest of the magazine, is undergoing routine 'streamlining.' The Guest Zone has been dismantled, as has our wall, gone are several of our BB guns, and somewhere a Kennedy-on-a-Stick™ is waiting patiently for a good home.

So come on kids. If you have space in your house and heart for a slightly bullet-riddled Kennedy-on-a-Stick™ (yes that's right, punters, it's the actual one that graciously took several live rounds in the face during AP55's Assassination Special) then send a picture postcard of something John F Kennedy would like to, Come Live With Me. Meeee, MEEEEE!!, AMIGA POWER, 30 Monmouth St, Bath BA1 2BW, and we'll chose the most suitable home for him. And don't forget your name and address, you soppy young things you.

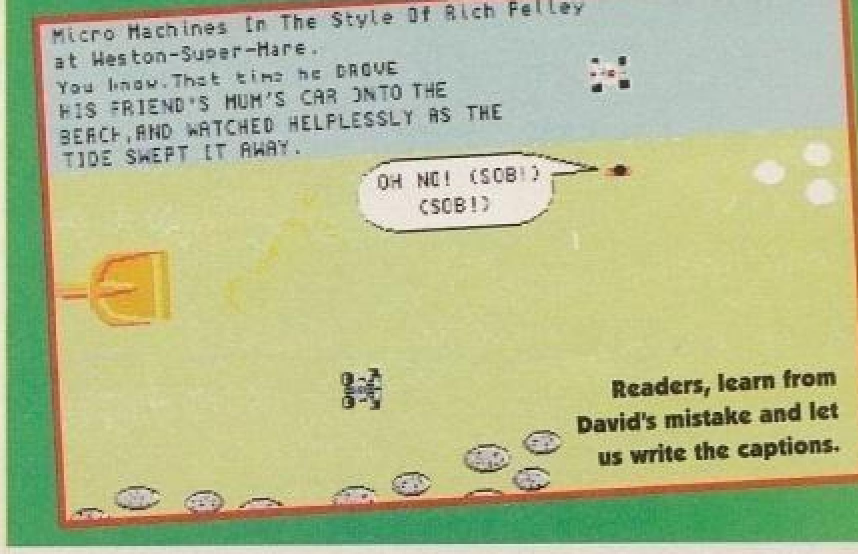
Kennedy-on-a-Stick™ in action.

IN THE STYLE OF...

This month's In The Style Of... isn't particularly funny, clever or well-drawn, but it did have the good fortune to arrive during the month that Rich once and for all left AMIGA POWER (for the second time). It is therefore afforded a poignancy that has saved it from, for example, not being this month's In The Style Of... at all. We award it 7/10, meaning that its artist, David Hayward of Nottingham, will receive £140 of games.

Except we suddenly noticed that the Rich in the picture was standing apparently at attention. The real Rich would, of course, have been slouching in a student layabout manner, his (as depicted here, red) shirt flapping about him sloppily. This terrible error shattered the moment and instead of remembering Rich with fondness, the countless times he was disgracefully late with The Last Resort rose unpleasantly in our minds. David's score was suitably amended to 3.5/10, and we will be sending him £70 of games shortly.

If you have a picture for In The Style Of... send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Include your name, address and the type of Amiga you own so we know what to send you should you win.


Micro Machines In The Style Of Rich Pelley
at Weston-Super-Mare.
You know. That time he DROVE
HIS FRIEND'S MUM'S CAR INTO THE
BEACH, AND WATCHED HELPLESSLY AS THE
TIDE SWEPT IT AWAY.
OH NO! (SOB!)
(SOB!)

Readers, learn from David's mistake and let us write the captions.

Late Night Opening Wednesday & Thursday till 7.30pm

Open Sunday 11am to 4pm

FIRST COMPUTER CENTRE

HOW TO O

Order by telephone quoting your Credit Card Number. If paying by cheque please make payable to: "FIRST COMPUTER CENTRE" In any correspondence please quote a Phone Number, Post Code & Dept. Allow 5 working days cheque clearance

SHOWROOM ADDRESS:
DEPT. AF, UNIT 3, ARMLEY PARK COURT, STANNINGLEY RD, LEEDS, LS12 2AE.

●Standard delivery	£1.95
●2-3 Week Days	£2.95
●Next Week Day	£4.95

Delivery subject to stock availability
- ●All prices include VAT @ 17.5%
- ●Large showroom with parking
- ●Multi-million pound company
- ●Overseas orders welcome
- ●Educational purchase orders welcome

OPEN 7 DAYS A WEEK

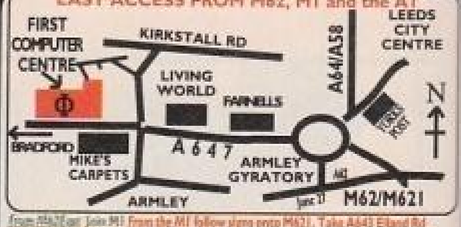
Prices are correct at the time of going to press. Please check our latest prices before ordering. All sales are subject to our standard terms & conditions(copy available upon request). E&OE.

Telephone **0113 2319444**
24 HR MAIL ORDER SERVICE FAX: 0113 231-9191
NEW! BBS Sales & Technical line Tel: 0113 231-1422
E-Mail sales@firstcom.demon.co.uk

AMIGA REPAIR CENTRE

We offer a FREE quotation on your Amiga or any peripheral (monitors, printers etc). A delivery tariff of just £5.00 is charged or alternatively you can visit our showroom. We can also arrange a courier pickup at an additional cost of £11.00.

EASY ACCESS FROM M62, M1 and the A1



From M62 East Join M1 From the M1 follow signs onto M621. Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with the Armley gyratory. From M62 West Junction 27, A62 to Armley gyratory. From the A1 take the turnoff for A64. This merges with the A58 (by-passing town centre) which meets Armley gyratory.

Hardware

It's Back

AMIGA A1200

Limited UK Stocks

New!! Amiga A1200' Amiga Magic Pack'
Only!! £389.99

Includes, Wordworth V4SE, Datastore, Organiser, Turbocalc 3.5, Personal Paint V6.4, Photogenics 1.2SE, Pinball Mania & Whizz.

Amiga Magic Pack + 170Mb HardDrive
Only!! £489.99

Includes same software pack as Magic Pack, But also includes Scala MM300.

AMIGA A4000T

MC68040-25 Mhz processor £2179.99
●6Mb RAM expandable to 2 Gig max. ●1.2Gb SCSI-II Hard Drive ●AGA chip set ●Workbench 3.1 ●1.7Mb 3.5" Floppy Drive ●4 Channel Stereo ●Scala MM300 Pre-Installed

MC68060-50 Mhz processor £2469.99
●6Mb RAM ●FPU built in ●1.2Gb SCSI-II Hard Drive ●AGA chip set ●Workbench 3.1 ●1.7Mb 3.5" Floppy Drive ●4 Channel Stereo ●Scala MM300 Pre-Installed

RAM Expansion

NEW!!

1 MB RAM	£87.99
2 MB RAM	£119.99
4 MB RAM	£179.99
8 MB RAM	£324.99
2 MB & 33 MHz CO PRO	£159.99
4 MB & 33 MHz CO PRO	£199.99
8 MB & 33 MHz CO PRO	£329.99
Accelerator Cards	
Viper II 28	£119.99
Viper II 50	£199.99
Apollo A1232-EC50 Includes 2 Simm Sockets, FPU Socket & R/T clock	£199.99
Apollo A1230-EC40 40 Mhz 68EC030, Optional 40 Mhz FPU, R/T clock.	£169.99
Apollo A1220-28 Includes 28Mhz 68882 Co Pro & R/T Clock	£99.99
PRIMA A500 512k RAM no clock	£19.99
PRIMA A500+ 1 Mb RAM	£29.99
PRIMA A600 1 Mb RAM no clock	£29.99
1 Mb 72 Pin SIMM	£37.99
2 Mb 72 Pin SIMM	£69.99
4 Mb 72 Pin SIMM	£113.99
8 Mb 72 Pin SIMM	£230.99
16 Mb 72 pin SIMM	£399.99
1 Mb 30 pin SIMM	£29.99
4 Mb 30 pin SIMM	£115.99
256 by 4 DRAM (DILs)	(each)£6.99
1 Mb by 4 ZIPPS	(each)£32.99
256 by 4 ZIPPS	(each)£5.99

Part exchange available on your old memory, Call for pricing.

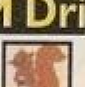
CD ROM Drives

RENO Portable CD ROM

Prima shareware CD ROM Valued at £10 free with Reno drive

Requires SCSI Interface, eg Squirrel, GVP.
- ●If req. SCSI adaptor £19.99
- ●SCSI-2 interface
- ●330k/sec data transfer,
- ●Battery or Mains powered
- ●Kodak multi-session CD
- ●Stereo headphones supplied
- ●180ms Access Time
- ●Audio CD operation buttons

£129.99



Squirrel SCSI-II Interface*£45.00
When bought with drive, £54.99 separate

GVP 4008+ H.D./RAM card £99.9
SCSI II interface card for big box Amiga's.

aiwa ACD-300

- ●Large LCD operation panel
- ●SCSI-2 interface
- ●300k/sec data transfer, 275ms access time
- ●Audio CD dedicated operation buttons
- ●Supports Kodak multisession photo CD

New Low Pri

ONLY!! £165.99

FREE!! PRIMA Shareware CD ROM valued at £9.99, with every order for the AIWA ACD-300 drive.

"This is the best Dual Speed CD-ROM I've ever seen" Dave Taylor Amiga Shopper 90% Sept 95

Internal SCSI CD ROM drives

NEC 6Xi 6 speed
Only!! £292.99

- ●900kb/s transfer rate
- ●145ms access time
- ●SCSI-2 interface
- ●Cache memory 256kb

Sanyo CDR H94A x2 Speed	£125.99
Toshiba 5201B x3.4 Speed	£158.99
Panasonic CR504B x4 Speed	£189.99

PRIMA SCSI Enclosures
These cases are suitable for housing any internal SCSI device, eg CD Roms etc.

Single Case £69.99 Dual Case £89.99

Full range of SCSI cables always in stock, from £9.99

Hard Drives

3.5" Hard Disk Drives with A1200/600 install kit

(We recommend 3.5" drives be fitted by qualified computer engineers)

inc. software, cables and instructions

420Mb	£143.99	540Mb	£159.99
850Mb	£199.99	1.05 Gig	£246.99

3.5" Hard Drive upgrade kit only!! £18.99

Includes set up software, cables and full instructions, no Hard Drive.
Fitting service available if required.

2.5" Hard Drives for A600/A1200 with installation kit

inc. software, screws, cables and instructions

Seagate FUJITSU CONNER

80Mb	£89.99	130Mb	£109.99
250Mb	£139.99	170Mb	£114.99
340Mb	£189.99	510Mb	£274.99
810Mb	£489.99	1.0Gig	£629.99

Quantum TOSHIBA

All drives supplied by The First Computer Centre have a minimum 12 month warranty and are tested to ensure 100% compatibility.

Monitors

Microvitec Autoscan 1438
.28 dp, 15/38 KHz, all Amiga modes, AGA compatible. No audio, tilt & swivell stand.
only £274.99
*A1200's require an adaptor £6.99

Amitek 1084 S £199.99
14" Colour CGA Stereo Monitor, Composite Video, Digital RGB, Analog Inputs.

AMIGA M1438S
Amiga Branded Monitor
Same specification as the Microvitec 1438, but also has built in Stereo **£299.99**

Floppy Drives

SONY Deluxe 3.5"External Drive only!!! £49.99
On/Off switch, Through port, Anti-click, Anti-virus switch, 12 month warranty and a tough durable metal case. Works on all Amiga's. Excellent value.

NEW!!
AMITEK 1.76Mb
External Drive Only £84.99
The Ultimate Amiga Drive

A1200/600 internal drive	£39.99
A500/500+ Internal drive	£39.99
A4000 replacement drive	£89.99

Peripherals

New Mega Mouse+ (3 button)	£12.99
Mega Mouse 400 dpi (2 button)	£11.49
True Mouse 300 dpi (2 button)	£10.99
AlfaData Crystal Trackball	£34.99
ZyFi-2 Speakers (8 watts/channel)	£26.99
ZyFi Pro Speakers (16 watts/channel)	£57.99
Amiga Modulator	£34.99
Amiga PSU	£34.99

Workbench 2.1 S.ware upgrade only £29.99

Kickstart 2.04	£30.99
Kickstart 2.05 (for use in A600)	£30.99
CIA 8520A I/O controller	£18.99
68882 Co Pro 25mhz PLCC	£34.99
68882 Co Pro 33mhz PLCC	£44.99

Turbotech realtime clock cartridge £17.99 fits any Amiga

SupraFAXModem

SupraFAXModem 288

- ●Up to 115,200bps (v42bis)
- ●Silent & Adaptive Answer
- ●V34 Standard
- ●NComm Software
- ●Class 1 & 2 Fax
- ●Unique LCD Display
- ●Flash ROM
- ●5 Year Warranty

only £199.99

Is it a bargain the size of a Hippo's Bum?. You Betcha!! - Amiga Computing Oct. 1994

New!! 288 Express Modem
Only £164.99
Call for details

SupraFAXModem V.32bis

This modem has full 14400 baud. Includes V.32bis, V.32, V.22bis, V22, V21, MNP2-5, V.42, V42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free modem comms (not Fax)s/w & cable

only £134.99

Supra modems are not BABT approved, however they perform as well & often out perform BABT approved modems. Supra Modems have a 5 year limited warranty

USRobotics

WE ARE PREFERRED USR DEALERS

Sportster 288
only £193.99
V34, 28,800 BPS, BABT approved
If you thought V32bis was fast try V34 (28,800 bps).

Courier V34+
Dual Standard
£287.99
33,600 bps.

Tabby

only £59.99

The amazing new graphics tablet for the Amiga developed with First Computer. 94% rated in Amiga Shopper. Requires 2.04 WB or above.

Scanners

Power Scan v4. £89.99
256 g/scale on AGA Amigas, 64 g/scale non AGA

Power Scan Col. £174.99
24 bit colour scanner, 16.7 million colours

Alpha Scan 800 £99.99
800 dpi, 256 g/scale, works on all Amigas

Alpha Scan 256 £139.99
256 g/scale,full OCR software,HD req to use OCR

Epson GT8500 £549.99
Colour flatbed scanner Par./SCSI interface built in.
Art Department scanning software, price £89.99

CD ROM Software

17 Bit Collection (Double)	£28.99
17 Bit Continuation	£14.49
17 Bit Phase 4	£14.49
17 Bit/LSD compendium 1	£16.99
17 Bit/LSD compendium 2	£16.99
Adult Sensations II (Over 18's)	£17.99
Aminet 6	£14.49
Aminet 7	£14.49
New!! Aminet 8	£14.49
Aminet collection(Boxset 4 CD's)	£24.49
New!! Amos Users CD Ver 2.	£16.99
Animations (Double)	£17.49
Assassins (Double)	£16.99
BCI Net 2	£8.99
New!! C64 Sensations	£16.49
CAM (Double)	£22.49
CD-PD 1	£8.99
CD-PD 2	£8.99
CD-PD 3	£8.99
CD-PD 4	£12.99
Demo CD 1	£8.99
Demo CD 2	£8.99
Euroscene	£12.49
Fractal Universe	£17.49
Fresh Fish 8	£27.49
Gateway	£8.99
GoldFish 1	£24.49
GoldFish 2	£24.49
Grafix Sensations	£17.49
New!! Groliers Encyclopedia 2	£25.99
Illusions in 3D	£8.99
Light ROM	£29.99
Light Works	£29.99
Magic Illusions	£11.49
Meeting Pearls II	£9.99
MultiMedia ToolKit 2 (2xCD's)	£27.99
Network CD	£12.49
New Price!! Prima CD Vol. 1	£9.99
Professional Gifs	£17.49
Proffessional Utilities	£17.49
Sounds Terrific (Double)	£17.49
Space And Astronomy	£16.99
New!! Speccy Sensations II	£17.49
The Beauty of Chaos	£13.49
New!! Ten on Tenpack (10xCD's)	£37.99
New!! UPD Gold CD (4 x CD's)	£27.99
New!! World Of Pinups 2	£14.99
WPD Hottest 4	£17.99
WPD Hottest 5	£17.99
Weird Science Fonts	£8.99
Weird Science Clipart	£8.99
Weird Science Animation	£16.99
New!! World Info 95	£34.99
New!! Zoom	£18.99

FREE!! Prima Shareware CD-ROM worth £10 with every order of CD-ROM software over £30

Printers

Canon

Canon BJ30 Portable mono printer, 30 page ASF built in.	£184.99
Canon BJC70 Colour Portable colour printer, 30 page ASF.	£289.99
Canon BJ200ex High quality mono printer, virtual 720 dpi.	£207.99
Canon BJC4000 Colour High quality colour/fast mono printing 360 dpi.	£289.99
Canon BJC600e Colour Enhanced colour printer, virtual 720 dpi.	£412.99
Canon LPB460 Laser 4 p/p/m, HP Laserjet II emulation.	£369.99

star MICRONICS

Star LC90 9 pin mono ASF built in, push tractor optional.	£107.99
Star LC100 9 pin Colour 180 cps draft, 45 cps NLQ, Amiga drivers.	£129.99
Star LC240 24 pin mono 192 cps draft, with ASF built in.	£123.99
Star LC240C 24 pin Colour ASF built in, 4 LQ fonts.	£145.99

CITIZEN

Citizen printers have a 2 year warranty

ABC Colour printer Simple (as easy as ABC) to use 24 pin printer. Comes as standard with 50 sheet Auto sheet feeder. Tractor feed optional at £34.99	£145.99
Projet II Colour New colour inkjet printer with built in ASF.	£249.99
NEW!! Projet 3 mono 720 dpi mono printer, 3 p/p/m, 3 year warranty.	POA

HEWLETT® PACKARD

New! HP340 Portable Colour upgradeable portable printer	£CALL
New! HP600 Colour upgradeable mono ink jet/ Col. Kit £41.99.	£279.99
HP 660 Colour New colour inkjet from HP.	£365.99
HP850 Colour 600x600 dpi up to 6 p/p/m mono, 3p/p/m colour	£429.99
New! HP 5L Laser printer	£449.99

EPSON

New!! Stylus Colour II 720 dpi, 4ppm Black, 2ppm Colour.	£389.99
New!! Stylus Colour IIs 720dpi, 2.5ppm Black, 1ppm Colour.	£344.99
New!! Stylus 820 720 dpi, 2.5ppm Black, Colour Upgradeable.	£270.99
Stylus Colour Bargain buy!! 720 dpi, Colour/Mono printer	£365.99
New!! Stylus Pro 720x720 dpi, Photo-Real quality output.	£789.99
EPL-3000 Laser Printer 4 ppm, 300 dpi, 1Mb memory, 150 sheet ASF	£439.99

The perfect accompaniment for a high quality colour printer
NEW!! GTX-5000 colour flatbedscanner
ONLY!! £469.99

Miscellaneous

Printer Switch Box 2 way	£12.99
Printer Switch Box 3 way	£17.99
Printer Stands (Universal)	£4.99
1.8 Metre printer cable	£4.99
3 Metre printer cable	£6.99
5 Metre printer cable	£8.99
10 Metre printer cable	£12.99
Parallel port extension cable	£9.99

Consumables

Ribbons

Citizen Swift/ABC mono	£3.99
Citizen Swift/ABC colour	£12.99
Star LC90 mono ribbon	£4.99
Star LC10/100 mono	£3.69
Star LC10/100 colour	£7.99
Star LC240c colour	£13.99
Star LC240c mono	£8.99
Star LC240 mono	£5.99
Star LC24-10/200/300 Colour	£13.99
Re-Ink Spray for mono ribbons	£11.99

We stock a wide range of consumables for all printers Lasers, Dot Matrix and Ink-Jets old and new.

PREMIER-INK Cartridge Refills

Save a fortune in running costs with your ink/bubble jet. Compatible with the HP Deskjet series, Canon BJ10/20/80/130/200/300/330, Star SJ48, Citizen Projet and many others. Full range of colours available.

Single refills	(22ml)	£6.99
Twin refills	(44ml)	£12.99
Three colour kit	(66ml)	£19.99
Full colour kit	(88ml)	£27.99
Bulk refills	(125ml)	£24.99

Printer repair specialists call for quote

Ink Cartridges

Canon BJ10/Star SJ48	£19.99
Canon BJ200/230	£19.99
Canon BJ30 (3 pack)	£13.99
Canon BJC 70 mono (3 pack)	£12.99
Canon BJC 70 colour (3 pack)	£16.99
Canon BJC 4000 colour (single)	£16.99
Canon BJC 4000 mono (single)	£7.99
Canon BJC 4000 mono high cap.	£28.99
Canon BJC 600e mono high cap.	£10.49
Canon BJC 600e colour	£8.99
HP. Deskjet colour	£26.99
HP. Deskjet double mono	£24.99
HP. Deskjet 660 double mono	£25.99
HP. Deskjet 660 colour	£27.99
Epson Stylus mono	£15.99
Epson Stylus colour	£36.99
Epson Stylus Col. II/S/820 Mono	£17.49
Epson Stylus Col. II/S/820 Colour	£24.99
Epson Stylus 820 colour upgrade	£94.99
Star SJ144 mono/colour (single)	£8.99

Covers

All printer dust covers	£5.99

Paper

Fanfold (tractor feed) 500 sheets	£4.99
Fanfold (tractor feed) 1000 sheets	£8.99
Fanfold (tractor feed) 2000 sheets	£17.99
Single sheet 500 sheets	£4.99

Disks

Bulk DSDD

10 x £3.49	100 x £29.99
30 x £9.99	200 x £54.99
50 x £15.99	500 x £118.99

Branded DSDD

10 x £4.99	100 x £35.99
30 x £12.99	200 x £63.99
50 x £25.99	500 x £142.99

Bulk DSHD

10 x £3.99	100 x £33.99
30 x £11.99	200 x £59.99
50 x £17.99	500 x £134.99

Branded DSHD

10 x £5.99	100 x £47.99
30 x £15.99	200 x £84.99
50 x £25.99	500 x £190.99

GAMES

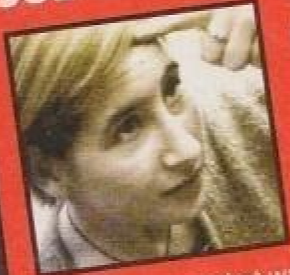
Tennis is a game famous for injuries. It seems you can't play a set without straining a muscle or being stabbed, and doctors report that tennis players have the highest mortality rate of any group composed of people who play tennis. With this in mind, the obvious question raised itself. Namely...

JUST WHERE DO WE THINK WE'RE SCARRED?

CAM WINSTANLEY

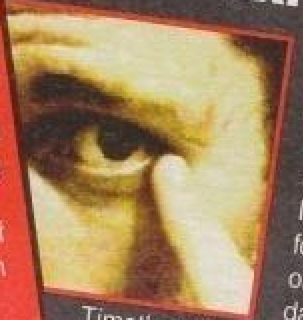
"The year is 1985," began Cam, making a sweeping gesture. "Popular time-travel near-incest-hijinks movie Back to the Future is black-holing cash the world over. Obviously and tragically unable to differentiate between the fantasy of movies and real life like the rest of my multiplex generation, I'm attempting to recreate the opening scene of the film, where Michael J Fox holds on to the back of a station wagon and power-skateboards his way to school. I swerve. I skitter. I reach 25mph and – disaster! I skid and crash, skinning my left side to the extent I expose the lower muscle of my stomach wall. If only I had had something soft to land on. Snow, perhaps." He became thoughtful and left.

SUE HUNTLEY



"Mine is a boring scar story," began Sue. "It was my sister who was always getting the interesting injuries." We pressed her nonetheless. "I was running out to play cowboys and indians but tripped at the top of our outside steps and fell upon the broken glass that was always in the lane. I cut my head open and blood poured into my eyes. I began to scream at the top of my voice as my sister looked on in terror." We bade her go on, horribly fascinated. "Fortunately it wasn't a deep wound, and today there's only a small scar in the centre of my forehead." And that, children, is how Sue got her cowlick.

MARTIN AXFORD

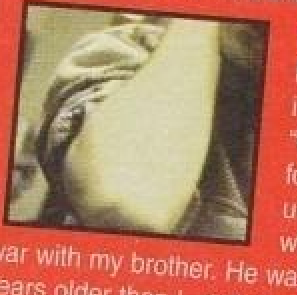


Martin dredged up a memory. "Though now I am more of a liberal, when I was four I was a stickler for law and order. In playgroup at Devizes, for example, I would insist on being Batman. One day I was pursuing Timothy Roberts-Phare playing a Robin who'd betrayed his superhero status by some piffling misdemeanour – I forgot what – when I zoomed down the slide, misjudged my landing, skidded on a carpet and hit my head on the corner of a chair." And did you catch the fiendish miscreant? "No, I was too busy crying." The real Batman wouldn't have let a minor stunning get in the way. "Oh, shut up."

JONATHAN NASH

And you, Jonathan? Have you ever been scarred? "Surprisingly, no. While any number of people will attest to my remarkably ability to inconvenience myself when performing mundane matters – for example, to punch myself in the head putting on a shirt – I have come through everything from tumbling down an entire flight of stairs to falling out of a flatbed van and into the path of a car with nothing more than a fine bruise. I fear nothing, and walk through life unconcerned by falling boulders or large black bombs with fizzing string." He opened a paperback book and lost the use of his right leg.

PAUL MELLERICK



"Mind Over Matter," hissed Paul, plucking at an imaginary beard. "Mentalism is a powerful force that we don't quite understand. I recall a time when I was playing tug-of-war with my brother. He was, and remains, four years older than I, and, inevitably, I was dragged across our back garden wearing only shorts and a T-shirt. It was not until a good ten minutes later that my mother pointed out I had been pulled across a broken milk bottle and had laid open my arm. I'd simply not noticed. Look AND WONDER." We were suitably impressed.

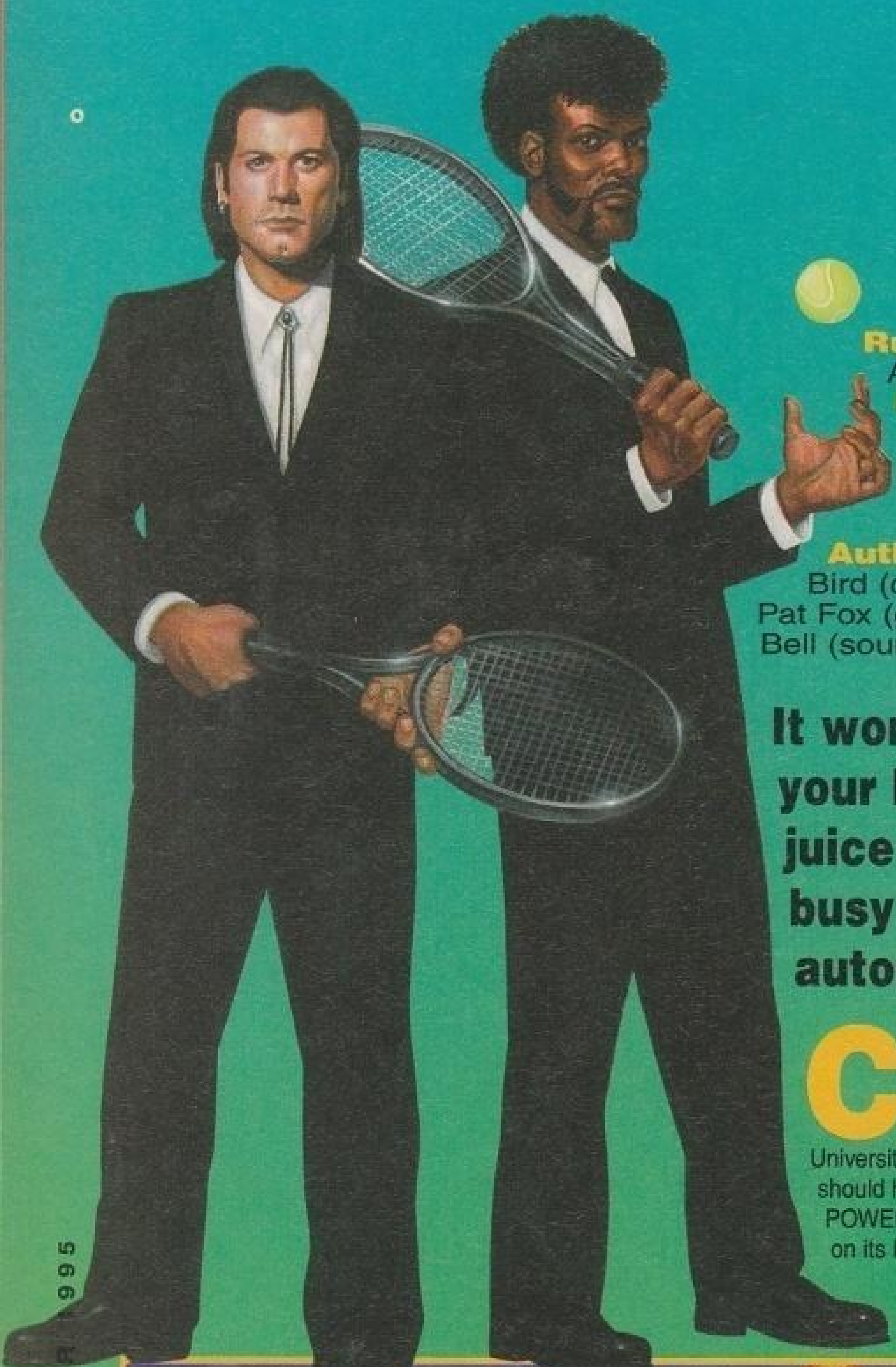
C-MONSTER

Rich Pelley's replacement, long-haired student layabout and Team 4.5 field marshal defied the examination of AP's crack physician squad. "Like all prime examples of pure Stafford beef I am unscathed physically," he announced, striking a pose. We asked grimly why he'd bothered answering the photo-call. "For I carry a wound where no medicine can reach," he sobbed, "here – on my heart." He produced a scrap of inky paper and began to lament after someone called Laura Cheyne and her cruel treatment of him. We made our excuses and left.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather be scarred horribly. And have been.

SUPER CHA



Runs on: A500, A600, A1200
Publisher: Audiogenic
Price: £26
Release: Out now
Author: Elton and Elliot Bird (code and design), Pat Fox (graphics), Oliver Bell (sound)

It won't even drink your blackcurrant juice while you're busy signing autographs.

Call it what you will – whether irony, fate or destiny – but when I was plucked from post-University obscurity by someone who should have known better, AMIGA POWER was fielding *Tennis Champs* on its lead coverdisk.

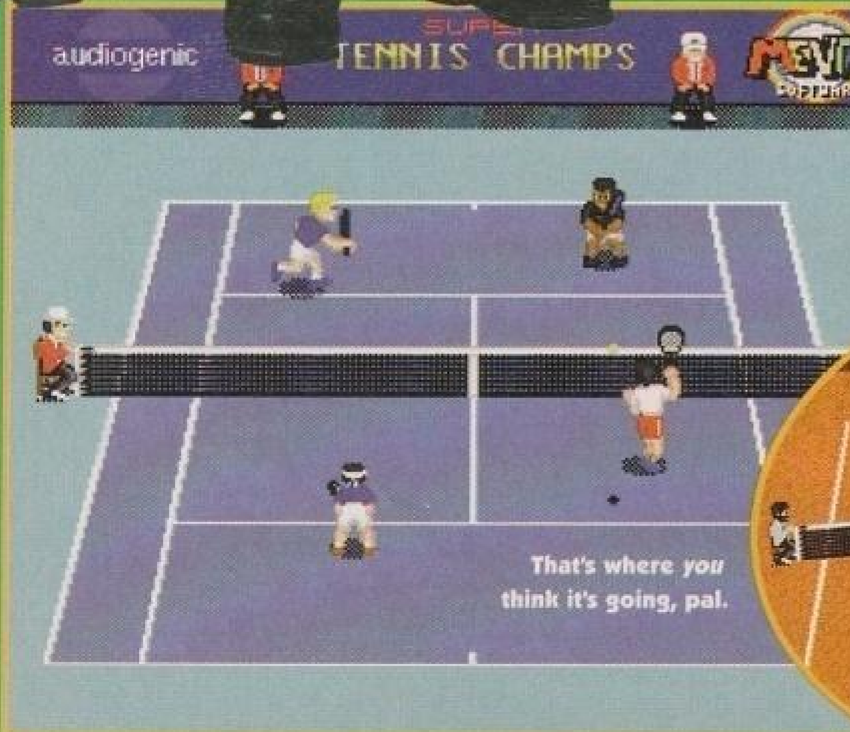
That was then *(AP52. – Ed)* and this is now *(AP56. – Ed)*. In the space of four issues, *Tennis Champs* has visited the local deed poll office and added a Super in a remarkably poor attempt to conceal its identity. But why the name change at all? Following its exposure on our coverdisk, Audiogenic bought the game from Mental Software with the intent of buffing it up and releasing it themselves, which, by complicated legal means, resulted in their being in thrall to the SINISTER EVIL MEGA-GLOBAL CORPORATION THAT PULLS THE STRINGS OF AMIGA POWER until they paid back what we'd paid for the game. Good grief.

But anyway.

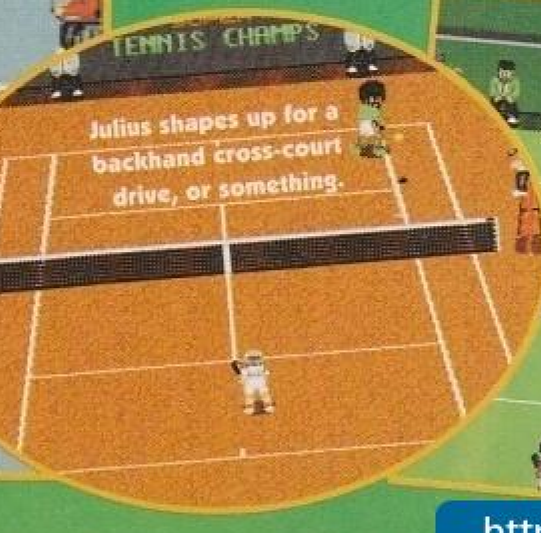
Audiogenic, I am pleased to report, have succeeded. *Super Tennis Champs* is palpably buffed and demonstrably superer, and will often take you on a frighteningly enjoyable ascent to heaven and occasionally dump you, crestfallen, into THE PITS OF HELL. As a general rule, the sign of a good game is when everyone in the AP office gathers around a single screen to make noises, and *Super Tennis Champs* has had such an effect. It managed effortlessly to attract attention from other magazines, had *("Lunks" – Ed)* coming in off the streets, and Bet Gilroy and other world leaders stood around gawping in amazement as Kras thumped another forehand into the net (because he's crap) and cheering the mind-numbingly fast and furious rallies between the likes of Mac and Greg (who are good). They've all gone now, of course, back to their meths or campaigns of nuking New Zealand, but they were here. Why would I lie to you? They *were*.

THWAP

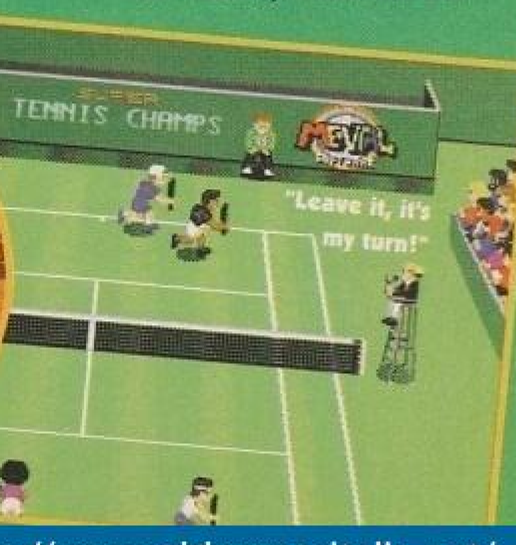
Still desperately trying to shake off my New Prod Ed tag, I'm not going to do myself any favours by readily admitting that I'm not particularly brilliant at any Amiga games – suffering regular and humiliating defeats on footy games, crashing on the first bend of most racing games and getting myself killed instantly in a *Doom* clone before I've had so much as the chance to utter "What am I meant to do?" But hey, I'm a Prod Ed,



That's where *you* think it's going, pal.



Julius shapes up for a backhand cross-court drive, or something.

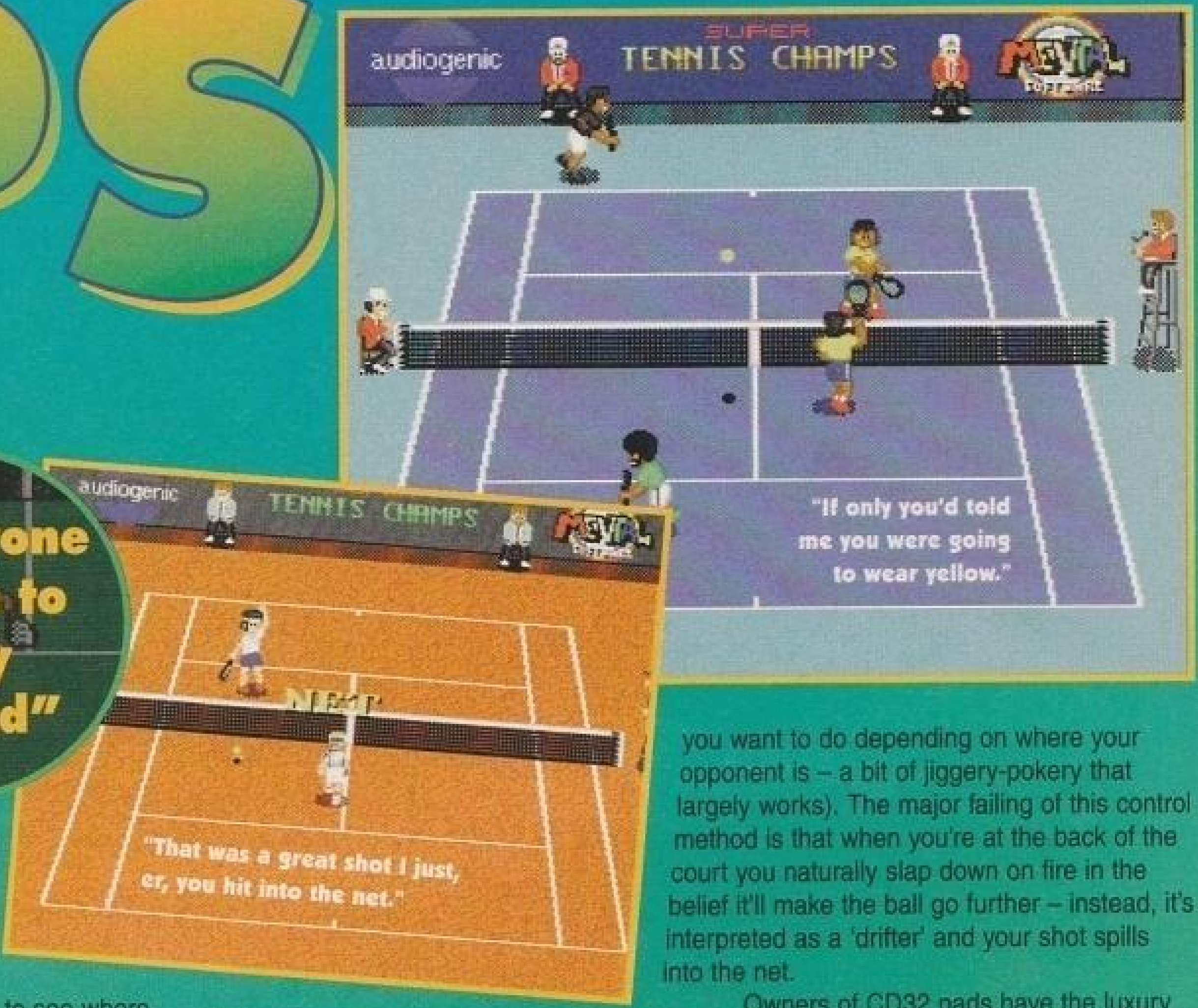


"Leave it, it's my turn!"

TENNIS
MPS

and before I arrived here the only game I'd ever mastered was Amsoft's *3D Grand Prix* on the CPC 6128. But with *Super Tennis Champs* I found myself rallying away like a star, and (occasionally) outplaying a singles computer opponent IN SHEER SHOT SKILL. The strengths of *Super Tennis Champs,* you see, lie in its simple approach to a traditional and boring game which everyone seems to play around Wimbledon time before putting away their racquets and spending the next 11 months wondering why Britain never produces any decent homegrown talent – it makes it fun. It's terrifically accessible and the Gladstone bag of options 'serve' (ho ho) not only the tennis aficionados but EVERYONE. Including, for example, me.

> **"Everyone seems to play around"**



"If only you'd told me you were going to wear yellow."

"That was a great shot I just, er, you hit into the net."

THWOCK

Take the service. There are two service modes – easy and pro. You can see where you're aiming an 'easy' (a little target appears – extremely helpful, but fairly useless against another human) but can swerve a 'pro' (fiendishly difficult, but appallingly effective). Advantages and disadvantages, and that. (Although one thing that irked me was that a computer player always served in 'pro' mode. C'mon guys – fair's fair, and all the rest of that snivelling nonsense. If I'm new to the game, I want to see where your serve is going. Tch.)

Once you've served successfully (using whichever mode you see fit) the ball is likely to return pacily to the baseline. There are four shots you can play – normal, topspin, slice and lob. There's no keyboard option (slightly annoying when it comes to four-player games, but more of that later) and to get all the shots using a one-button joystick requires a cunning fire button technique (shots are made depending on your pressing, double-pressing or holding down fire) and a lot of 'context-sensitivity' (the computer deciding what you want to do depending on where your opponent is – a bit of jiggery-pokery that largely works). The major failing of this control method is that when you're at the back of the court you naturally slap down on fire in the belief it'll make the ball go further – instead, it's interpreted as a 'drifter' and your shot spills into the net.

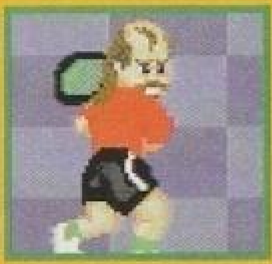
Owners of CD32 pads have the luxury of a shot per button, but I don't much like it. It's too easy to become preoccupied with one shot. (Jonathan disagrees fiercely, pointing out that instead of worrying about hitting buttons a number of times, you can easily perform any shot at any time, so it's obviously personal preference.) My choice of control method is the two-button joystick. It's easier than the one-button method (you effectively get a spot more time to ponder a shot, and while you still have to double-press fire you don't have to hold it down) while being instinctive enough to plan ahead. (Although I ➤

MAKE SOME NEW FRIENDS

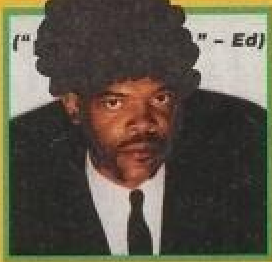
You'll need three friends to play *Super Tennis Champs'* FOUR-PLAYER MODE OF CHAMPIONS but do not worry if you are three friends short. Here is a selection of characters who are always up for a game. They'll remember to bring their kit and everything.

Ayrton is a young Brazilian who likes to live life in the fast lane. Choose him as a partner to avoid crashing out in the early rounds.

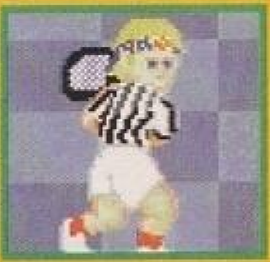
Carlos claims his dashing speed on the tennis court is the result of his four years as a matador. However, this Spaniard isn't to be trusted as he's renowned for talking bull. *(Dear lord. – Ed.)*



The result of a sinister East European biomechanics experiment, Kras is an expensive partner to maintain. At crucial moments his game goes to pieces, requiring another coin in the slot at the top of his head.



Julius' desire to win is second to none, and although he owns a vast repertoire of shots his unsteady hand has caused grave mistakes in the past. Be careful not to incur his wrath.

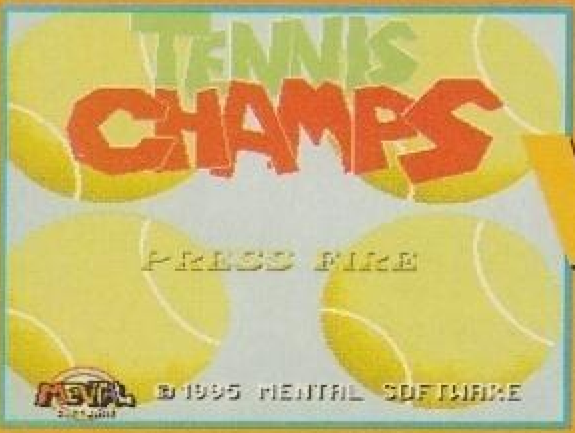


This Aussie has been a model pro home and away but is now looking to settle down in this country. Will you choose Greg to be your new neighbour? *(Stop him. For pity's sake. – Ed.)*

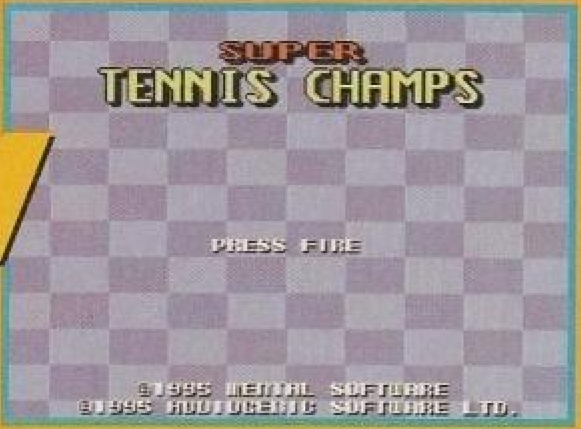
Er, Royale with cheese anyone?

THE AMIGA POWER CHALLENGE

But why buy *Super Tennis Champs* if you already have the original? Eh? EH? We now take you live and by satellite to the final of a tennis match that will answer such a question. That one, in fact.

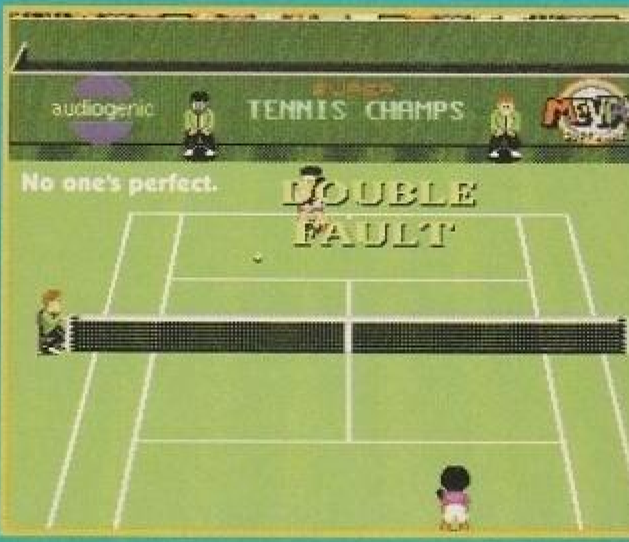


V



Tennis Champs has a singles option for one or two players. ***15-0.***	So too does *Super Tennis Champs*. It also has doubles and a FOUR-PLAYER MODE OF CHAMPIONS. ***15-all.***
In *Tennis Champs* you can play as one of eight characters in a tournament on one of three different court types. ***30-15.***	*Super Tennis Champs* has 16 characters, three different court types that PLAY DIFFERENTLY, tourneys, leagues and a grand slam. ***30-all.***
The sound effects on *Tennis Champs* are better. ***Out! Second service.***	Tch. Bad luck, old fellow.
The crowd applauds every winning shot, someone tells you when you've played a nice return or hit an ace or when payday is due. ***Out! 30-40.***	*Super Tennis Champs* has some grungey intro music. ***Deuce.***
Tennis Champs was discovered by AP. ***Advantage* Tennis Champs!**	*Super Tennis Champs* has 'net clipping'. ***Deuce.***
Tennis Champs doesn't cost £26. ***Advantage* Tennis Champs!**	The characters in *Super Tennis Champs* have their own strengths and weaknesses, they can play a greater variety of shots, throw tantrums and taunt opponents with celebratory gestures. ***Deuce.***
So, er, *Tennis Champs* then. ***Advantage* Super Tennis Champs!**	Up to 16 players can join in a league, there's a replay facility, it's fantastic fun to play and we've just given it 92%. ***Game, set and match to* Super Tennis Champs!**

Should any of you wish to re-enact the AP Challenge for yourself, you'll need a copy of the AP52 coverdisk where *Tennis Champs* first appeared. SWELL THE BLOATED COFFERS OF OUR EVIL CORPORATE PAYMASTERS by applying to page 59.



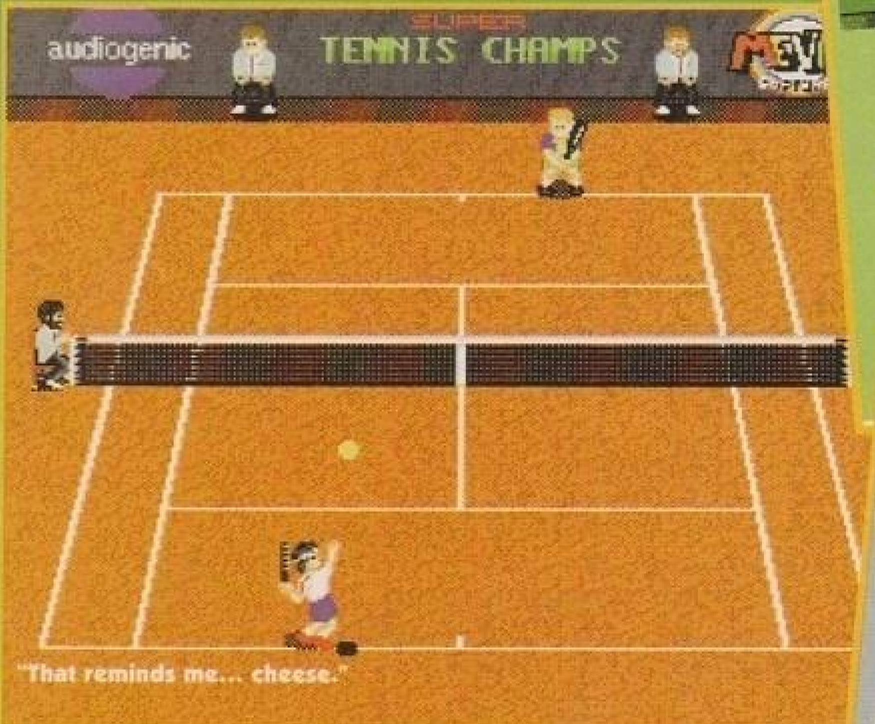
No one's perfect.

still can't smash from the baseline, which players like Julius can do with fearsome regularity. Grrrr.)

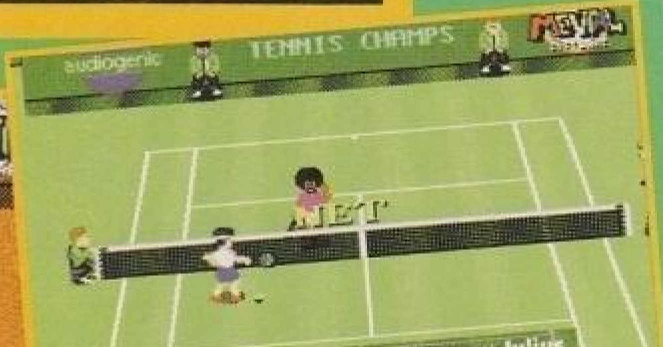
SPANGGG

The four-player game, then. Up to three of the players can be computer characters, and you can elect to play with or against a convenient human. (You can, of course, have four human players, but you'll be better off with at least one computer character until you've got the hang of the game, otherwise you'll find your rallies disappointingly short and the match decided on aces – as tediously as in real life. Ensure each player is competent, however, and the four-player mode is astoundingly good fun.) Thinking it would be a good opportunity to practise for that evening's badminton session, Sue and I opted to play as Greg and Jules – two of the best players – against Kras and Buzz, the East European Combo. We lost. Love-six. But we didn't care, it was fantastic fun, and to prove it the next three hours were spent trying to take at least ONE GAME from any computer pairing, trying out against each character in turn and attempting to exploit his weaknesses. (We failed. But we didn't care. Etc.)

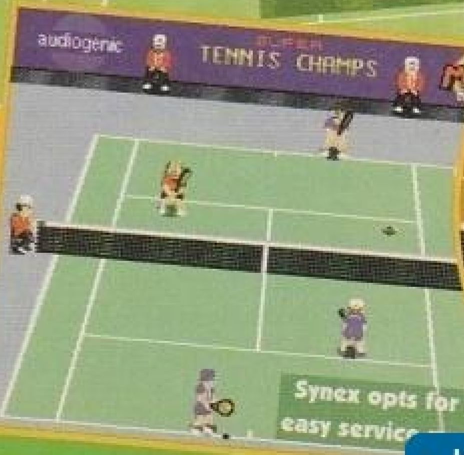
But hold on. *His* weaknesses? I found the omission of women from *Super Tennis Champs* a profound disappointment. This isn't because of any pervy predilection that I have for the opposite sex, though they are extremely nice, it's just that so much good work has gone into representing most races on this earth that it's sad to see Audiogenic throw it away by having no female tennis players. Fortunately, our good pal Elton Bird tells of moves afoot to produce character disks for women players and mixed doubles, as well as an editor for the existing players. (Audiogenic are strangely reticent about releasing such disks – perhaps a show of appreciation from AP readers will sway their oddly oblique minds.) In the meantime, you can always resort to choosing Stan – after all, most English tennis players play like big girls.



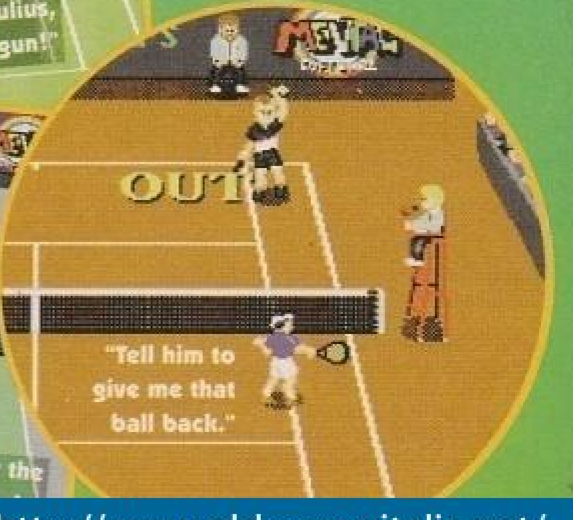
"That reminds me… cheese."



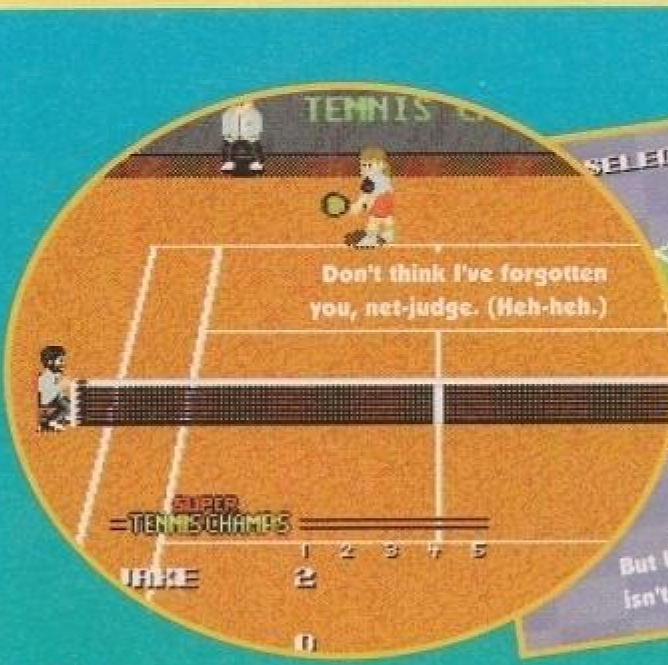
"I'm telling you Julius, I have no gun!"



Synex opts for the easy service



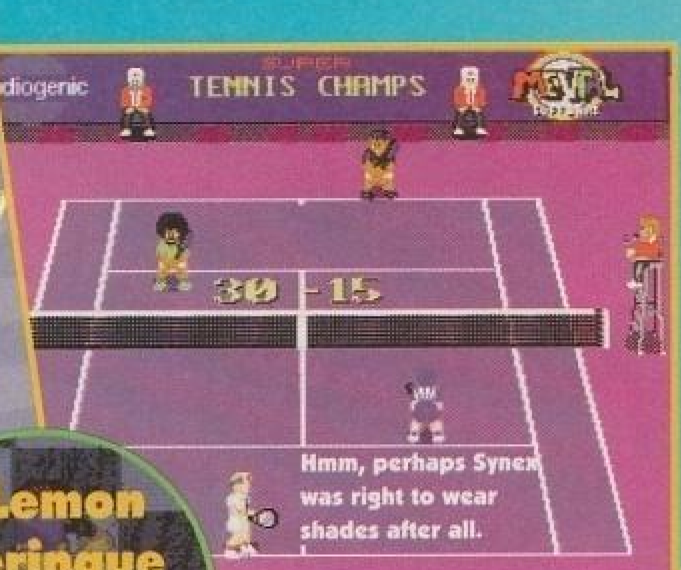
"Tell him to give me that ball back."



Don't think I've forgotten you, net-judge. (Heh-heh.)

SELECT A COURT

But be warned, the grass isn't always greener.



Hmm, perhaps Synex was right to wear shades after all.

"Lemon meringue pie like my mum's"

SUPER
TENNIS CHAMPS
MENTAL
MATCH POINT

Did you know the French call you Le Big Mac?

PHINGE

And so to the tourneys. There's a ridiculously comprehensive grand slam – up to 16 players can take part – and doubles players can try out in the leagues. A decidedly Good Thing is that you can take the part of any computer player at any time – flicking nonchalantly through the early round results, for example, then deciding to throw away Roger's chances by TAKING HIM OVER for that important semi-final.

As AMIGA POWER has said time and again, it's the details in a game that count. Alert readers will recall that in our preview of *Super Tennis Champs* we came up with improvements that could be implemented. We were pleasantly surprised to find that Mental Software had already put them in by the time we suddenly remembered to ring and tell them.

"Player tantrums," we suggested.

"Already in," they said. "Press fire after losing a point, and your player swings his racquet bad-temperedly. But only for A1200 owners. And if you win a point, you can raise your hand triumphantly (or in the manner of an evil villain falling into his own atomic reactor, comic fans) in the same way." (We paraphrase them, if it's not already obvious.)

"And replays," we added.

"With slow-motion, rewind and freeze-frame," they countered triumphantly.

"And Vinnie Vega too," we concluded.

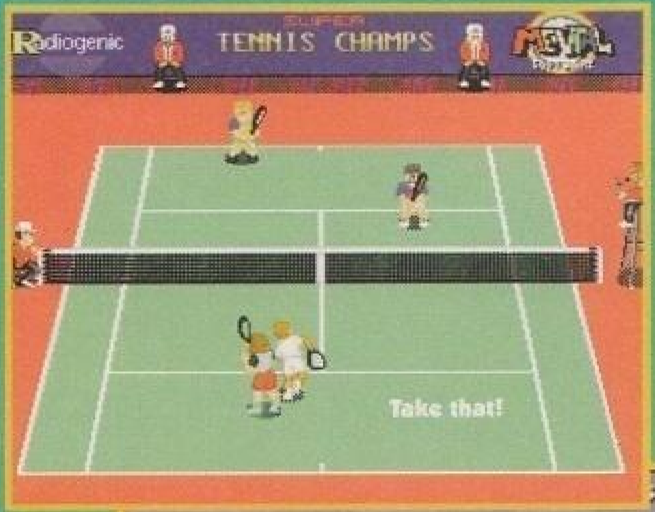
"Yup," they said. "He's in. Lanky black hair and everything."

OR SO THEY THOUGHT.

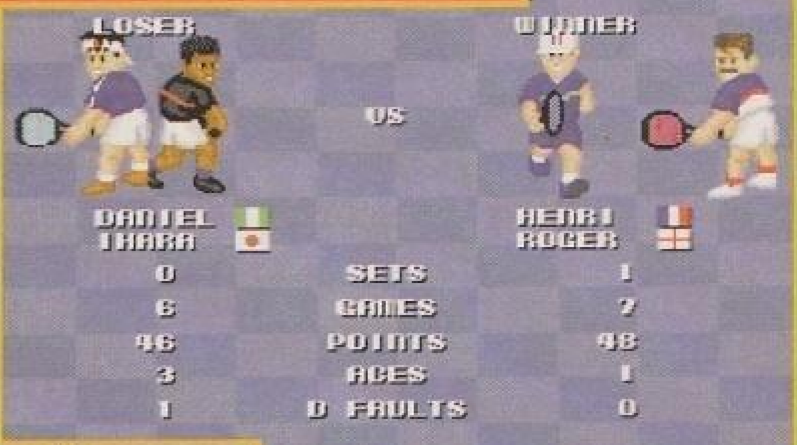
Truly they are stars. Although I for one dislike the replay in that there's no fast-forward and it shows the entire rally – particularly annoying if you have to sit through 30 or so shots to get to the final smash you want. Why not just have limited it to the last four shots? *(But what if you* want *to see the whole rally? Tsk. – Ed.)* And, of course, it still has the splendid scrolling court (the court fits in its entirety on screen, but can scroll around slightly to follow the ball in a pleasing manner) and bleepy line calls which we had seen (and heard) before.

I strongly advise that you do everything in your power to play *Super Tennis Champs* (though I'm not advocating stealing old ladies' purses or advertising yourself for the sexual gratification of others, perish the thought). It's a hoot in one-player mode (if hellishly hard) and with four players is easily the most fun you can have fully-dressed, and, we hear, pretty damn good undressed as well, a joke I can make because I'm new. If I had to personify this game I would do so thus. It's female, it looks (and sings) like Belinda Carlisle, it supports Notts County and it cooks lemon meringue pie just like my mum's. But don't let that put you off. Buy it.

● ***MARTIN AXFORD***



Take that!

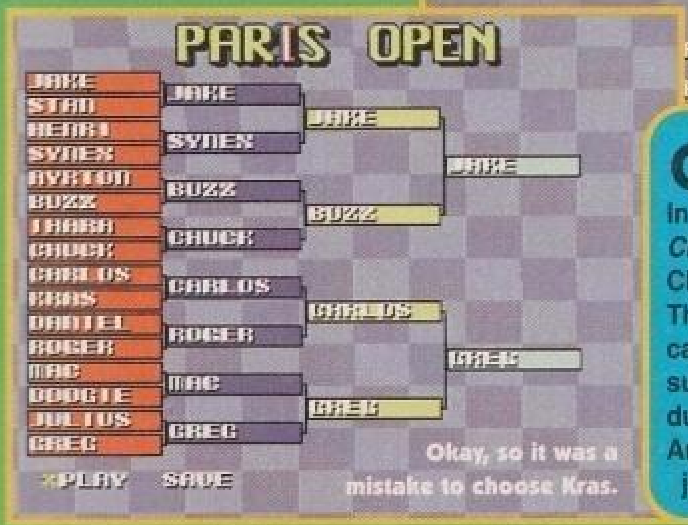


DANIEL
IHARA

HENRI
ROGER

0 SETS 1
6 GAMES 7
46 POINTS 48
3 ACES 1
1 D FAULTS 0

"Yes Barry, it's a shame one side had to lose."



Okay, so it was a mistake to choose Kras.

CHAMPION!

In order to take advantage of *Super Tennis Champs'* FOUR-PLAYER MODE OF CHAMPIONS, you'll need a joystick adaptor. They can be ordered from a company called RSD on (01992) 584205 for a surprisingly reasonable £7. But be warned, due to arcane technical problems with the Amiga itself you can only use one-button joysticks with them.

A500

UPPERS ***Super Tennis Champs* is *enormous* fun to play, either by yourself or in a group, and looks fantastic. Singles, doubles, a great selection of characters, different types of court (that play differently and everything), a variety of shots, tourneys, two service modes and the FOUR-PLAYER MODE OF CHAMPIONS – all are to be found here.**

DOWNERS No women, you can't contest line-calls, the electric eye is wrong (it goes off for every fault, and should only work horizontally), the ball occasionally hits the back wall and rebounds into play, and it's impossible to smash from the back of the court. And why did Audiogenic drop Vinnie Vega?

THE BOTTOM LINE

It is the mighty *Tennis Champs* – BUT EVEN MIGHTIER. Hugely entertaining as a one-player game and, like *Super Skidmarks*, one of the most rewarding multi-player games of them all. It'll take something extraordinary to best this.

92 PERCENT

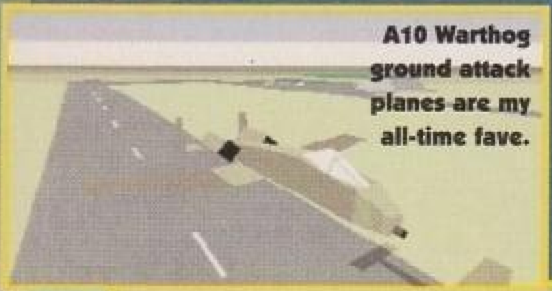
THE BOTTOM LINE

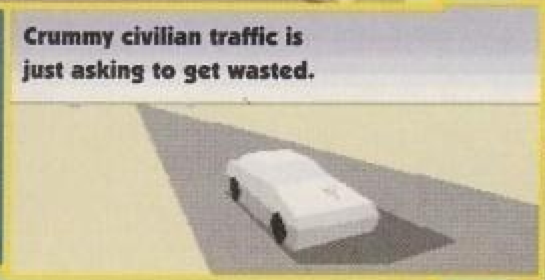
A1200

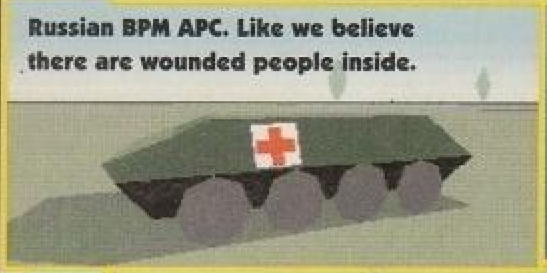
If you're the heartless sort and wish to taunt your opponent, or you're just a feeble loser and want to throw wobblies, you can.

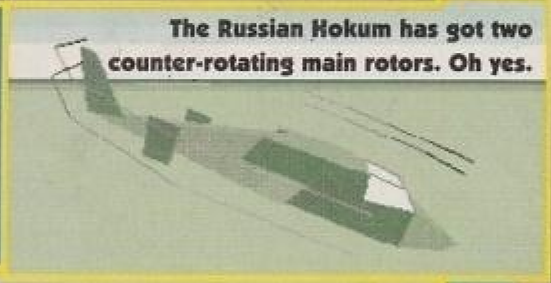
RUSH HOUR

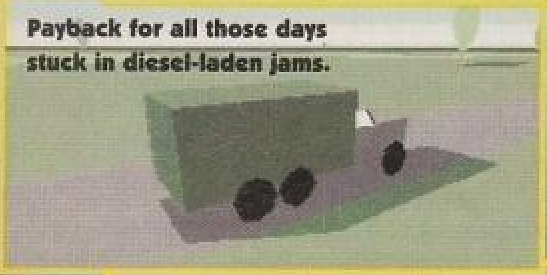
Pause a game of *Coala* and you can peruse the battlefield at your leisure, taking in the astonishing range of things out there.

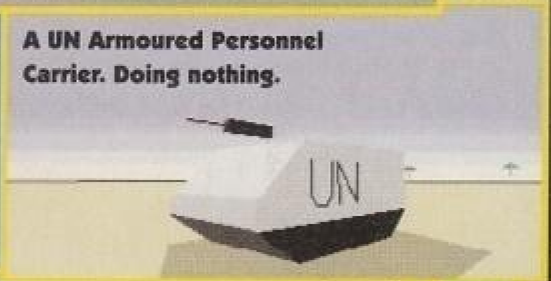

A10 Warthog ground attack planes are my all-time fave.

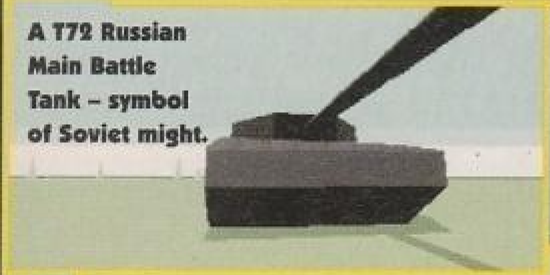

Crummy civilian traffic is just asking to get wasted.

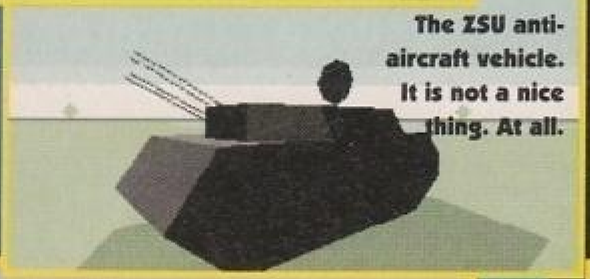

Russian BPM APC. Like we believe there are wounded people inside.

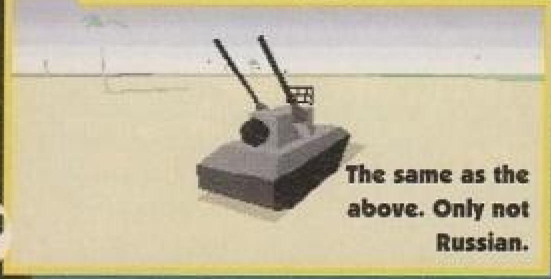

The Russian Hokum has got two counter-rotating main rotors. Oh yes.

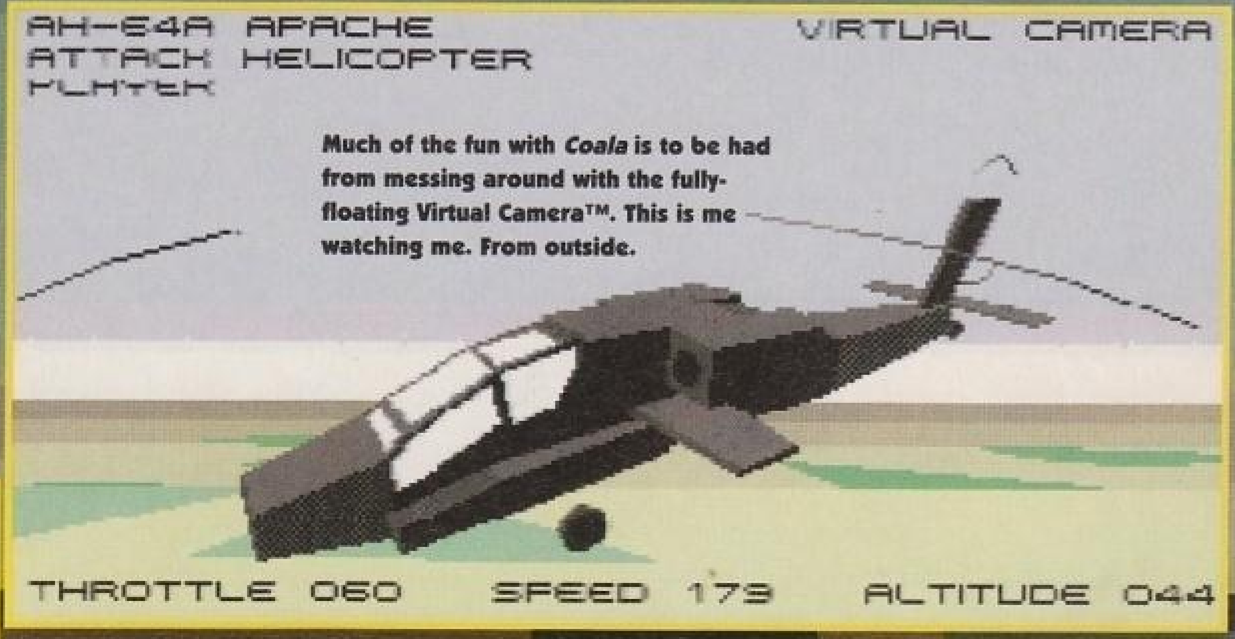

Payback for all those days stuck in diesel-laden jams.


A UN Armoured Personnel Carrier. Doing nothing.


A T72 Russian Main Battle Tank – symbol of Soviet might.


The ZSU anti-aircraft vehicle. It is not a nice thing. At all.


The same as the above. Only not Russian.



Much of the fun with *Coala* is to be had from messing around with the fully-floating Virtual Camera™. This is me watching me. From outside.

CO

Nothing to do with those furry little antipodean creatures you understand.

Runs on: A500 (with accelerator), A1200
Publisher: Empire
Authors: Bit Fusion
Price: £25
Release: Out now

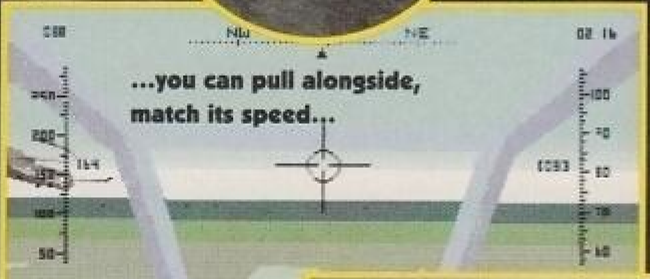
Picture the scene – it's the evening and you pay your four quid to go to the World's Best Cinema, and sit down with plenty of leg room, a massive carton of juice and a popcorn bucket big enough to hide in. The banner of überfascist James Ferman and his BBFC cronies announces the movie, and the expectant stillness is only broken by the polite cough of the usher's .22 calibre "Hush Puppy" pistol as he executes anyone opening noisy packets of sweets or crisps.

The film starts, and the initial surge of music is so atmospheric that the hairs on your arms bristle up and shred your shirt. It starts off on an extreme close-up of something heart-breakingly tiny yet beautiful – a tear-stained edelweiss maybe, or perhaps Bob the Hamster. And then, with a dizzyingly fast crane shot accompanied by perhaps the finest orchestral swell of all time, the camera rises up and presents us, the viewers, with the most exciting, intense and undeniably most expensive vista ever filmed. Perhaps it's an ancient battle that makes the incredible battle sequences from Braveheart look like a dinner time ruck in the playground. Or maybe it's a sea of satin-clad mourners at the funeral of a great man; a sea of humanity that makes the crowd scenes from Ghandi look like a bus queue for the number 125 to Nempnet Thrubwell. Whatever it is, you're in no doubt that it's the best start of any film ever, and that you'll think about it on your deathbed in preference to the masses of blubbing grandchildren who are packed into the room to watch you wheeze your last one.

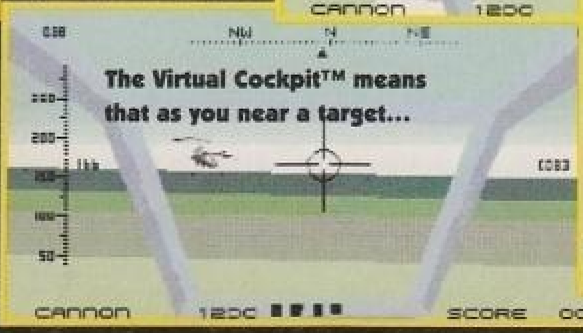
Then the camera starts to slowly pan, taking in more and more of the terrain until you're in no doubt that the action spreads in all directions and as far as the eye can see. It's awesome, and you stare dumbstruck, your popcorn forgotten, your juice spilling into your lap, your mouth agape as the camera completes first one, then two, then three revolutions. But by four, it's not as impressive and you're waiting for something to happen, for a snatch of dialogue or a hint of plot or characterisation. But nothing. Two hours later, you're still watching the same slowly panning shot, and then the film ends.

Can you imagine that? Can you imagine how you'd feel? Can you imagine the disappointment of seeing the best opening ever tainted by the

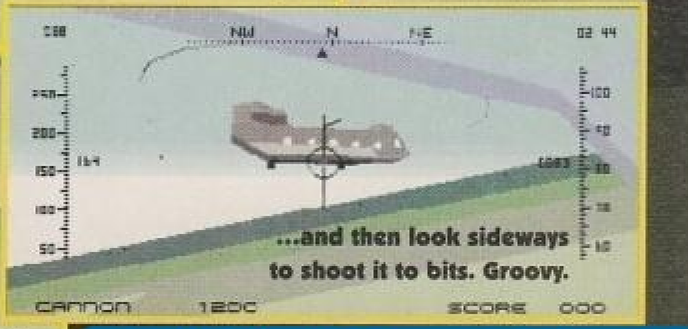
> "Excels at blowing things up"



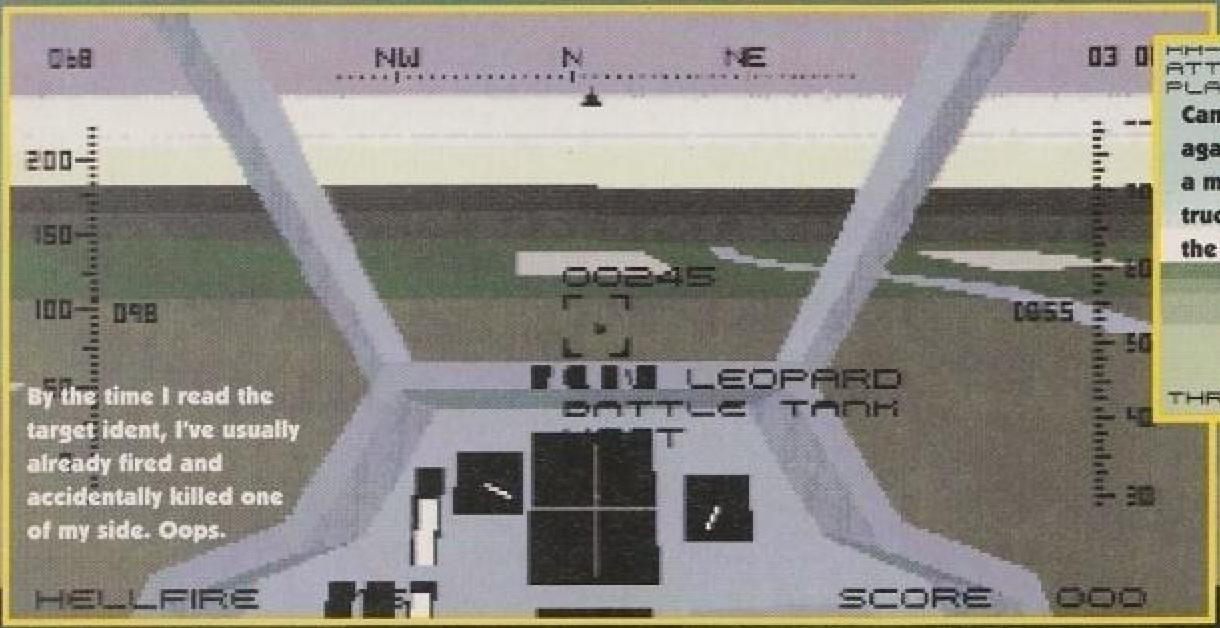
...you can pull alongside, match its speed...



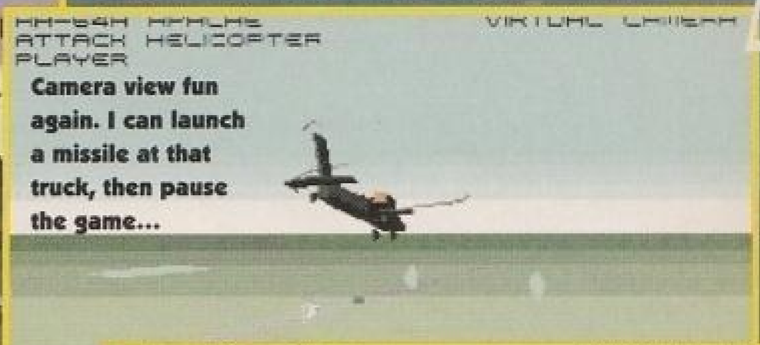
The Virtual Cockpit™ means that as you near a target...



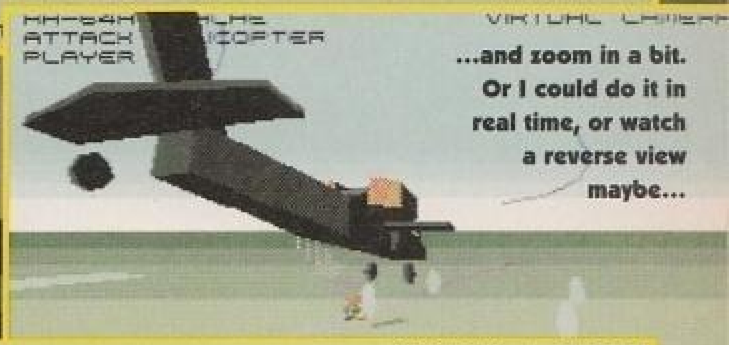
...and then look sideways to shoot it to bits. Groovy.


NW
N
NE
200
150
100
00245
L1V LEOPARD
BATTLE TANK
HELLFIRE
SCORE 000

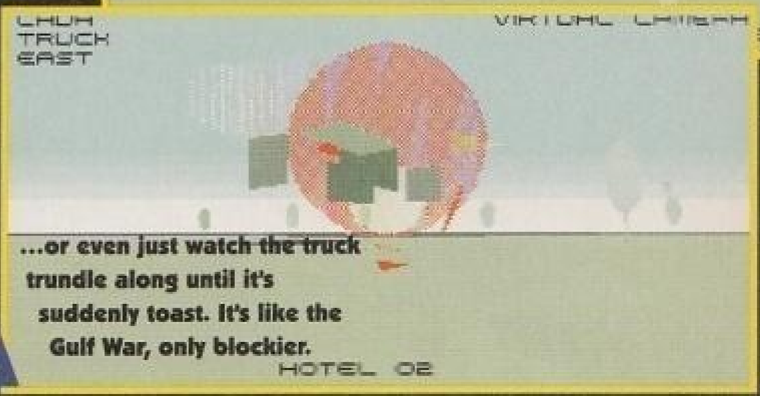
By the time I read the target ident, I've usually already fired and accidentally killed one of my side. Oops.


AH-64A APACHE
ATTACK HELICOPTER
PLAYER
VIRTUAL CAMERA

Camera view fun again. I can launch a missile at that truck, then pause the game...

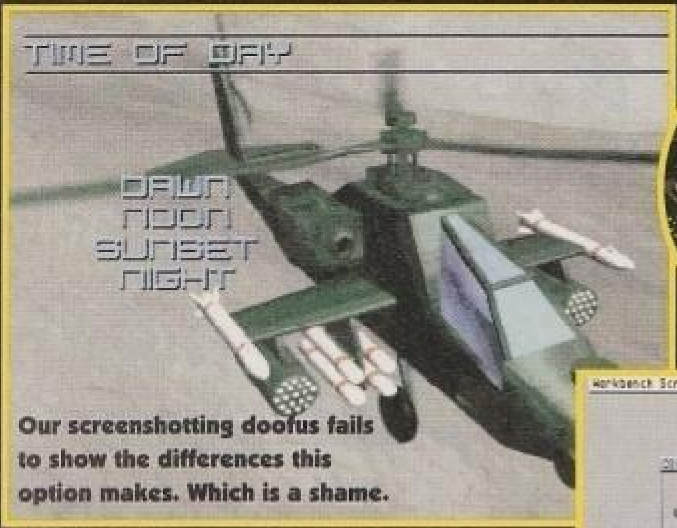

AH-64A APACHE
ATTACK HELICOPTER
PLAYER
VIRTUAL CAMERA

...and zoom in a bit. Or I could do it in real time, or watch a reverse view maybe...


LAUA
TRUCK
EAST
VIRTUAL CAMERA
HOTEL 02

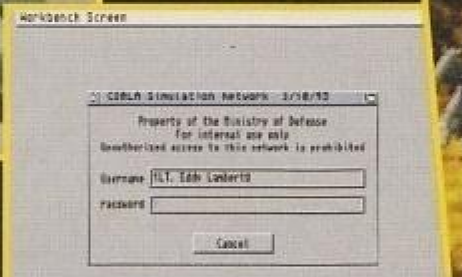
...or even just watch the truck trundle along until it's suddenly toast. It's like the Gulf War, only blockier.

ALA


TIME OF DAY
DAWN
NOON
SUNSET
NIGHT

Our screenshotting doofus fails to show the differences this option makes. Which is a shame.

"It hasn't got any structure at all"

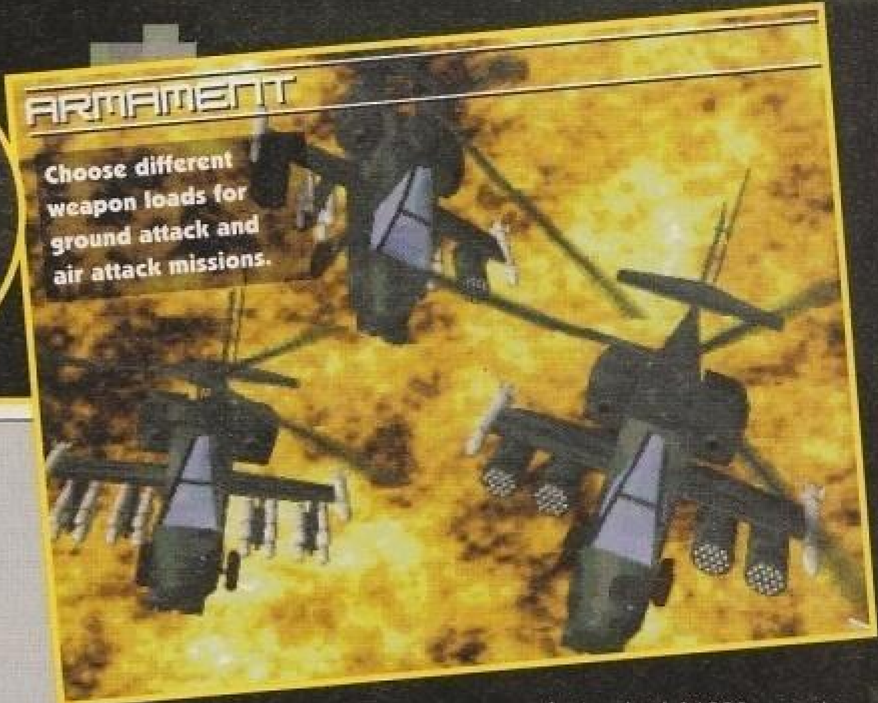

Workbench Screen
COALA Simulation Network
Cancel

Property of the Ministry of Defence
For internal use only
Unauthorised access to this network is prohibited

Username

Password

The password screen. A bit unfinished-looking, isn't it?



Choose different weapon loads for ground attack and air attack missions.

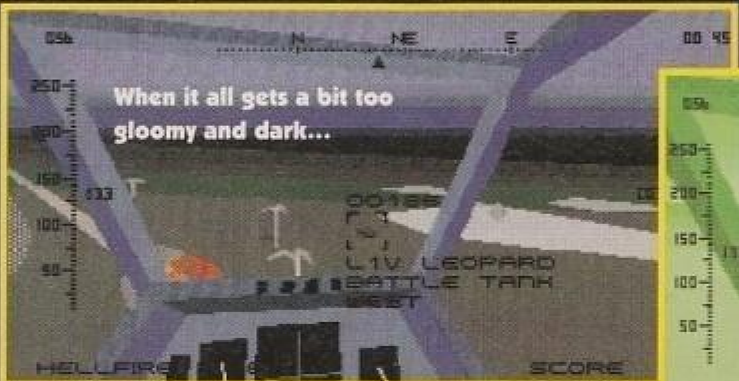
complete lack of any follow up? Then steel yourself, hombre – *Coala* stirs up exactly the same set of emotions. It looks like it's going to be great, it's initially great and it SHOULD BE GREAT, dammit. But it isn't.

As a game 'engine,' *Coala's* faultless. *Coala* knows it's a game, and doesn't bother painstakingly recreating all those foibles of real helicopters that muck up your fun. If you whack up the collective and take your chopper up to 60 metres, then that's where it's going to stay unless you pull a really frantic manoeuvre. In *Gunship 2000* (AP28, 85%), it's almost impossible to stay at one height, which, combined with the rolling terrain, means you spend as long avoiding the ground as you do trying to kill things.

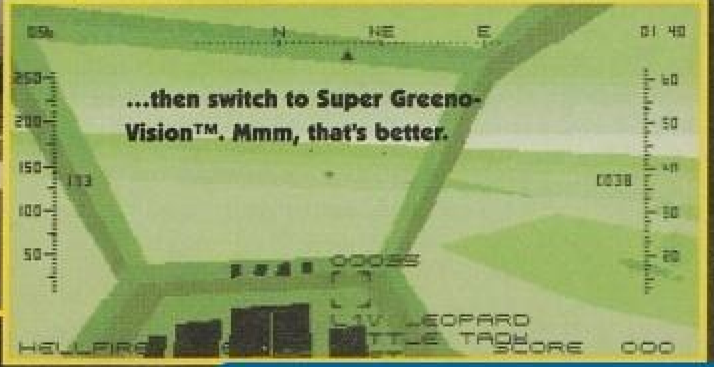
Coala excels at blowing things up. Although you can attack head on, your view of the ground's hidden by the airframe, so it's best to go into a turn around the target and look out of the side window. You can attack like this because of the Virtual Cockpit™, and because your guided weapons will lock on and your nose cannon isn't fixed forwards. While virtual cockpits are a good idea in flight sims, they're usually poorly implemented and rely on you manually turning your virtual head using the keyboard while trying to fly using a joystick or mouse. The Rowan games *Overlord* and *Dawn Patrol* use an excellent automatic lock which keeps the target centre screen, but *Coala* manages to strike a happy medium in that yes, it's manual, but because it uses the mouse and the second button, you can easily switch between flying and moving your view.

A standard A1200 runs the game perfectly well with all the shadows and extra detail on. Apparently it's super-smooth on an accelerated A1200 or any of the big box Amigas, but according to our reader surveys, hardly any of you lot own them, so we'll waste no further words on the subject.

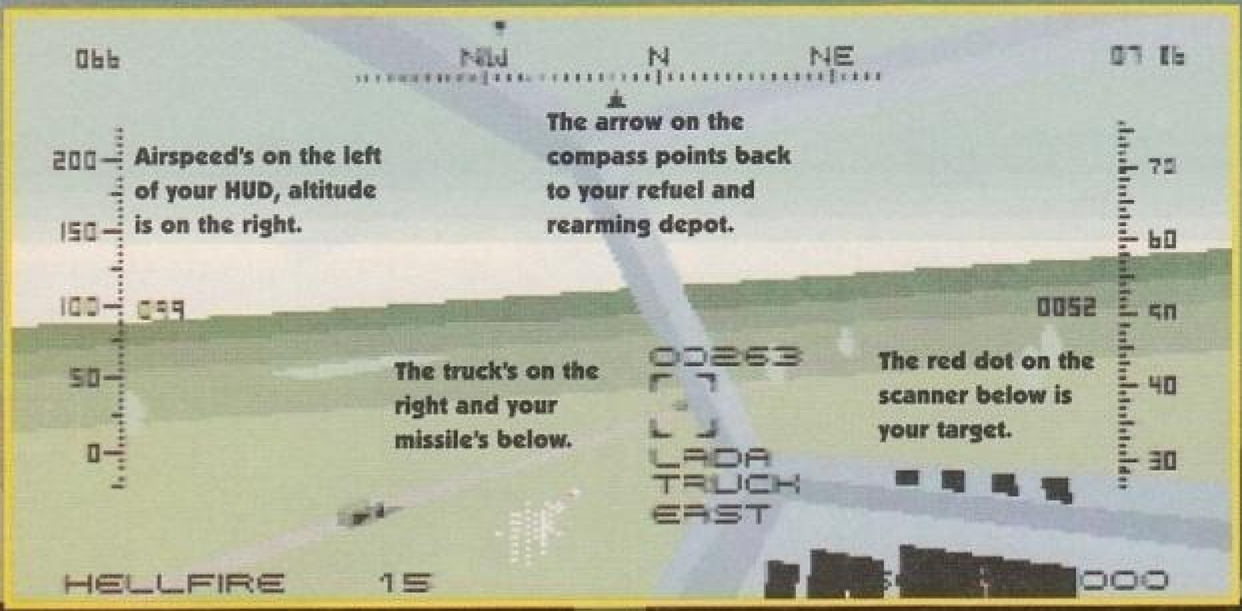
This is all mechanics though, the camera work and cinematography detailed in my rather overlong and tenuous film analogy intro. A good game needs a good 'engine' to power it and heck yes, *Coala's* is faultless, but it also needs a plot, and it's here that you experience a sickening jolty moment. ➤


N
NE
E
L1V LEOPARD
BATTLE TANK
WEST
HELLFIRE
SCORE

When it all gets a bit too gloomy and dark...


N
NE
E
L1V LEOPARD
BATTLE TANK
HELLFIRE
SCORE 000

...then switch to Super Greeno-Vision™. Mmm, that's better.

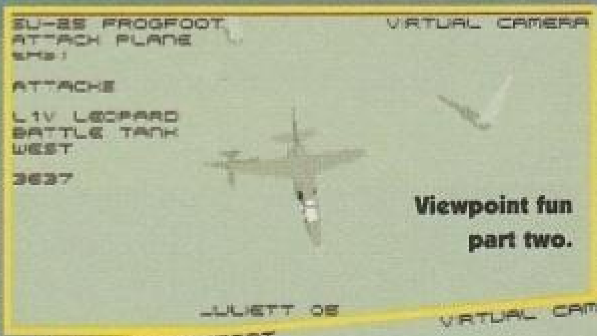


Airspeed's on the left of your HUD, altitude is on the right.

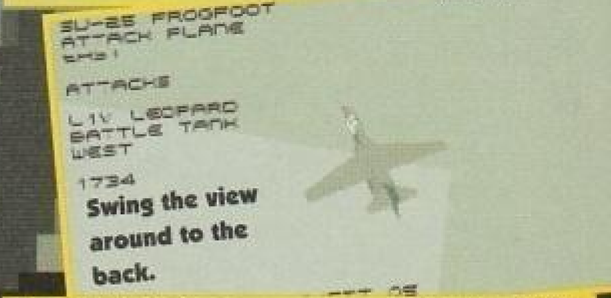
The arrow on the compass points back to your refuel and rearming depot.

The truck's on the right and your missile's below.

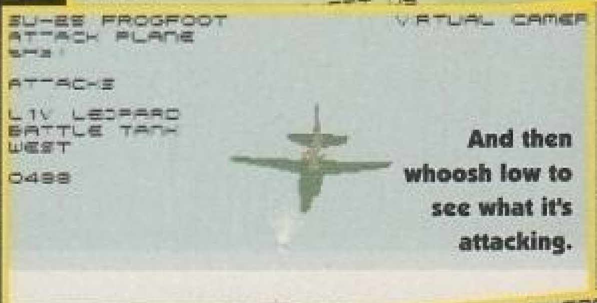
The red dot on the scanner below is your target.



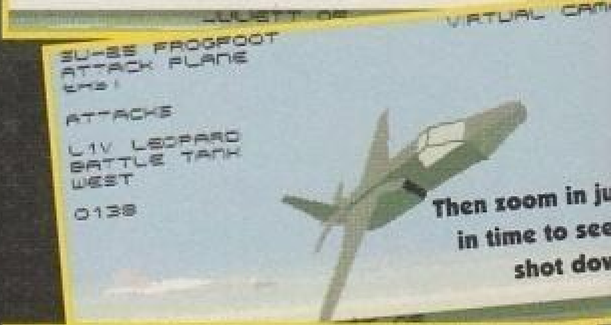
Viewpoint fun part two.



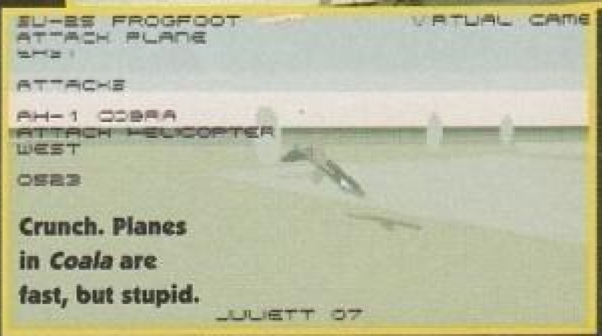
Swing the view around to the back.



And then whoosh low to see what it's attacking.



Then zoom in ju in time to see shot dov



Crunch. Planes in *Coala* are fast, but stupid.

Coala bills itself as a "3D battlefield helicopter action simulator," which is obscure enough to set alarm bells ringing. To be lenient, *Coala* has a fairly 'open-ended' mission structure, although to be blunt, it hasn't got any structure at all.

Most flight sims give you missions and flight plans, and have the enemy following predictable routes to and from predictable objectives, so if you die, you can restart with the confidence that it'll be much the same next time. In *Coala* though, all the vehicles have a level of AI which means that they don't just plough through set patterns, they react to nearby vehicles, so by just flying around, you affect the outcome of the battle. Flight sims normally make the world revolve around your aircraft, but in this you're just another participant, and while I admire the attempt at making you feel humble, I can't say much for the implementation of the idea.

Suppose you see a mass of tanks from both sides milling around a town. You whizz off towards the area in the hope of getting a few kills, but often, by the time you reach the battle, one side's wiped the other one out. And then once the battle's been raging for ten minutes or so and you're on the winning side, all you get is a rather plain text screen detailing your kills and total casualties. There's no feeling that you've performed well, or pulled off a tricky assignment, and even though the missions sound different on the briefing screens, they quickly blur together.

Okay, so there are offensive and defensive missions, but what's the point of defending your base against tank attacks when you can still land and refuel even when the base is crawling with the enemy? And although you can choose a customise option and dictate what vehicles you want on the battlefield, you can't place them in set areas or formations, so they're left to make up their own mind where they want to go. You don't even have a map to see where the roads, town, rivers and, most importantly, targets are, which means that when the battle's been raging for ages, there are so few things to shoot at that you either get bored or escape out of the game.

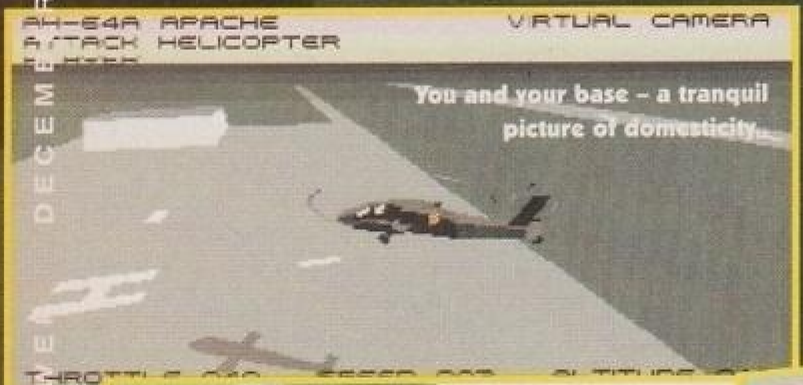
And that's the problem. While *Coala* seems to have everything going for it as a game, it gets nowhere fast. Being told to go out, pick a side and shoot things is fine for a few goes, but after that you're gagging for a point to it all, for a bridge to blow up or a convoy to intercept. But instead of an attack on a heavily defended enemy base or a rush past fighter cover to blast a squadron of lumbering transport helicopters, you get more of the same – unplanned attacks and random flying around.

> **"You're gagging for a point to it all"**

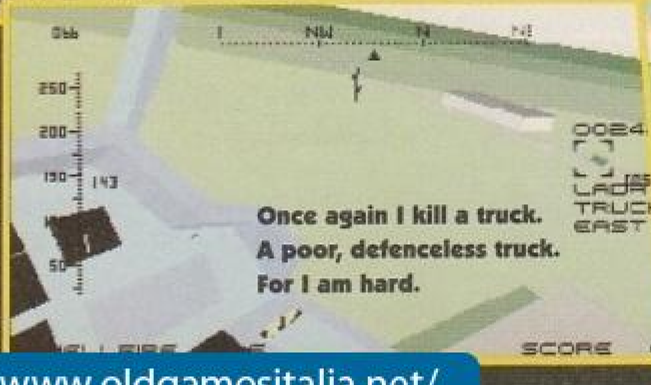
Which is, of course, a great shame. Like *Virtual Karting* last month, it seems that *Coala's* been put out a few months early and that it's not quite finished. The mechanics are all in place, but the game lacks depth and the presentation's minimal to say the least. Whack in a map and 30 decent preset missions to complement this freeplay structure and Empire would've had a 90 percent plus game on their hands. As it is, they've got a massively impressive glimpse at what could have been, or could very easily still be in *Coala 2*. Should they ever bother to do it.

The curtain closes on *Coala* far sooner than it should do, simply because you've seen everything it can offer far too quickly. And that's frustrating, because a game that's this sound technically deserves to be more fun. It also deserves a harder name. Why couldn't it have been called *"McDonnell Douglas Death Hawk EBN-20"* thus obeying the laws of all previous flight sims?

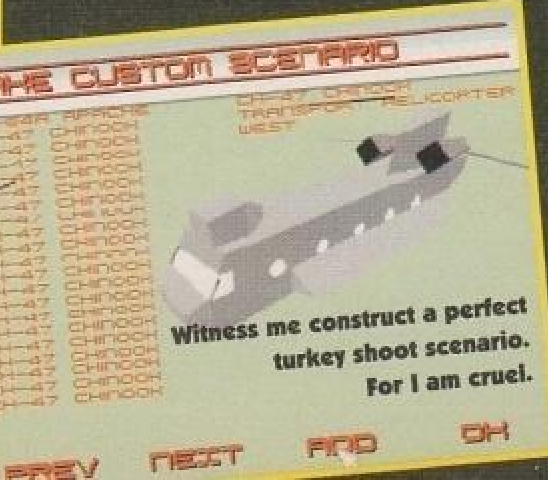
● *CAM WINSTANLEY*



You and your base – a tranquil picture of domesticity.



Once again I kill a truck. A poor, defenceless truck. For I am hard.



Witness me construct a perfect turkey shoot scenario. For I am cruel.

UPPERS Great graphics and a good running speed. It's easy to control both the helicopter and the virtual cockpit views, and the keyboard commands are simple too. Hard drive installable.

DOWNERS After a couple of hours, you've seen all there is to see. The missions are too samey and it's no fun lining up on a target only to see someone else blow it up.

THE BOTTOM LINE

It's overstating the case a little, but *Coala's* an impressive demo rather than a game. And there's already an impressive demo of it on this month's coverdisk. Empire should take this back and slap a map and some proper missions into it to

78 PERCENT

THE BOTTOM LINE

A500 There's an AGA and a non-AGA version in the box, but this won't run on a standard A500 or A600. You need one with a 68020 processor like the one the A1200's got.

Imagine This ...

effigy
SOFTWARE

Pinball Prelude

AGA Version

£19.99

- Full Screen, Multi-Directional Scrolling
- On Table Animations
- Joystick Control
- Changing Balls
- Auto Detecting Multi-Ball (Big Machines have more balls!)

Imagine No More.

Send Cheque/P.O For £19.99 To:

EFFIGY SOFTWARE
2 MANOR CLOSE
RUSKINGTON
SLEAFORD
LINCOLNSHIRE
NG34 9HL

VERY EASY TO FIT

REQUIRES ONLY A SCREWDRIVER OR
WE FIT WHILE U WAIT - *FOR FREE*

EVERYTHING YOU NEED INCLUDED..

- Only SPECIALLY SELECTED Latest very low profile IDE hard drives used.
- Partioned & formatted to Commodore's spec
- Full Workbench installed
- Connecting cables included
- No mods to case or floppy drive needed
- Comprehensive fitting instuctions.
- Re-formatting software & instructions
- 12 Months warranty

OT LOCAL & WORRIED ABOUT FITTING IT YOURSELF ?
en let us do it for you if you cannot call in to either shop.
st £15 extra to cover carriage costs.
nsured pickup of your Amiga
Fitting by our experienced technicians
Return carriage by overnight insured carrier.
3-4DAY TURNARAOUND *UK mainland only.

ONLY £15*

AMIGA HARD DRIVES

- 170MEG only £129.99
- 270MEG only £139.99
- 420MEG only £159.99
- 540MEG only £179.99
- 630MEG only £189.99
- 850MEG only £209.99
- 1.2GIG only £249.99

SPECIAL OFFER
4MEG A1200 UPGRADE ONLY £160 WHEN PURCHASED WITH ANY HARD DRIVE

AMIGA PERIPHERALS

MITEK FUSION GENLOCK great value now just	£98.99
MITEK EXTERNAL DISK DRIVE - FOR ALL AMIGAS	£58.99
MITEK A500 /500+ TV MODULATOR	£33.99
EXCHANGE REFURBISHED TV MODULATOR	£20.99
PLEASE SEND YOUR OLD MODULATOR WITH PAYMENT	
500/500+INTERNAL FLOPPY DRIVE REPLACEMENT	£39.99
600/1200+INTERNAL FLOPPY DRIVE REPLACEMENT	£39.99
500/600/1200 POWER PACK	£39.99
EGA MOUSE 400DPI FOR ANY AMIGA	£14.99
UDGET REPLACEMENT MOUSE FOR ANY AMIGA	£12.99
5 - 2.5 IDE ADAPTOR & DRIVE CABLE FOR A1200	£22.99
5 - 2.5 IDE DRIVE CABLE FOR A600 & 1200	£9.99

SPECIAL OFFERS

4MEG A1200 RAM EXPANSION WITH CLOCK, 68882 SOCKET only	£175
AIWA ACD300 CD PLAYER. DUAL,SPEED WITH SCSI INTERFACE, VOLUME CONTROL, FEATURES MAINS PSU, CD TRANSPORT BUTTONS, HEADPHONE SOCKET. USE AS STANDALONE CD PLAYER OR WITH A600/1200 VIA SQUIRREL INTERFACE.	£165
AIWA CD PLAYER + SQUIRREL SCSI INTERFACE * SPECIAL PRICE *	£225
SQUIRREL PCMCIA SCSI-2 INTERFACE FOR A600/1200	£64
MICROVITEC AUTOSCAN HIRES COLOUR MONITOR inc lead	£289
PHILIPS CM8833 COLOUR STEREO MONITOR inc lead	£209
PENPAL WORDPROCESSOR FOR ALL AMIGAS	£34
AMINET SET 1	£28
PHILIPS CM8833 COLOUR STEREO MONITOR	£209
CITIZEN ABC 24 COLOUR PRINTER inclusing Amiga drivers & cable	£159

drives sizes quoted are approximate unformatted size, & vary slighly depending upon make. FITTING ANY SIZE OF DRIVE INVALIDATES YOUR COMMODORE RANTY - for Extended warranties check with the warrantor - they will usually continue to cover just the machine since we cover the drive (for 12months). INSURED CARRIAGE £5.00. Overnight insured carrier weekday ery £7.50 (Scottish highlands - please allow 2 days). Sat delivery £12. Ex mainland - please phone.

PRICES INCLUDE VAT

TRILOGIC

LEEDS & BRADFORD

THE A1200 IS BACK !

A1200 MAGIC PACK with FREE CHAOS PACK & JOYSTICK

Includes:

A1200 with 2meg ram, Mouse, Power pack etc	
Wordworth 4 SE	Digita Datastore
Turbo Calc 3.6	Digital Organiser
Personal Paint 6.4	Photogenics 1.2SE
Whizz	Pinball Mania,
AMIGA JOYSTICK	
Chaos Engine	Pinball Fantasies
Nick Faldo's Golf	Syndicate

ALL FOR just £399

OPTIONAL 4 MEG UPGRADE JUST £160 extra

170MEG HARD DRIVE VERSION £499.
includes software as above +Scala MM300

BRADFORD 01274 - 691115
FAX 01274 600150

TRILOGIC
UNIT 1
253 NEW WORKS RD
BRADFORD, BD12 0QP

Open 8-6 mon-fri, 8-4.30 Sat.

LEEDS 0113 - 2350091
FAX 0113 2350702

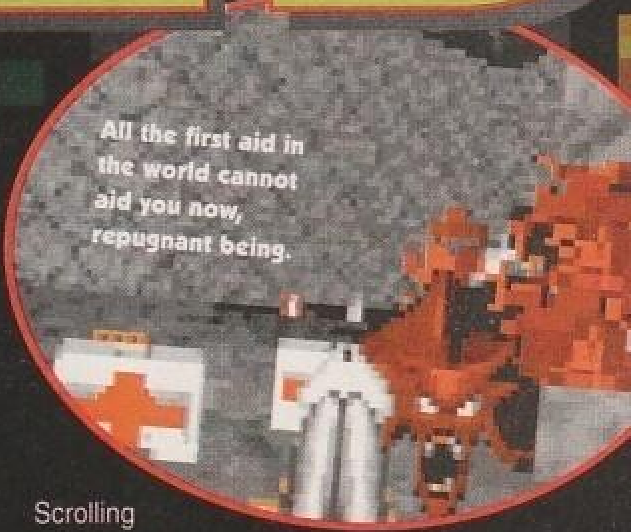
TRILOGIC
YORK TOWERS
383 YORK RD
LEEDS LS9 6TA

Open 10-6 mon -Fri, 8-5 Sat, 11-3 Sun

ALIEN BREED

This time it's good.

Runs on: A1200
Publisher: Team 17/Ocean
Authors: Andrew Clitheroe – a student (code), Michael Green and Charles Blessing (graphics), Bjorn Lynne (sound), the Gang of Five (level design)
Price: £30 (but we got ours for £20 so shop around)
Release: Out now


All the first aid in the world cannot aid you now, repugnant being.

CUE TITLES: Fast-cutting establishing shots of 1930s Middle England. Streets of San Francisco-style music. Huge words scroll purposefully across the height of the screen spelling out title: Mr Bickle – Community Policeman. Words MR BICKLE continue scrolling for length of title sequence, mixed with same words scrolling in opposite direction. Sequence is viewed through them as they reduce to outlines. Fast cuts: mohicaned Mr Bickle stepping into the street, closing his garden gate behind him, his helmet tucked under his arm; tracking shot of Mr Bickle strolling along, nodding to woman with shopping; Mr Bickle drinking a cup of tea in a cafe, his eyes flicking alertly; a small dog returning a stick as Mr Bickle crouches down into shot; Mr Bickle stopping a row of traffic to let a child cross the road; Mr Bickle turning into his pathway, closing the gate behind him. Camera zooms in dramatically on nameplate: MR BICKLE. Scrolling words meet and zoom inwards in perspective to fit exactly over the nameplate.

CAPTION: Will Hay is:

CAPTION: Mr Bickle – Community Policeman.

CAPTION: Created by Martin Scorsese and Paul Schaffer.

CAPTION: Adapted for television by Roy Clarke.

CAPTION: Tonight's Episode – A Schoolboy's Secret.

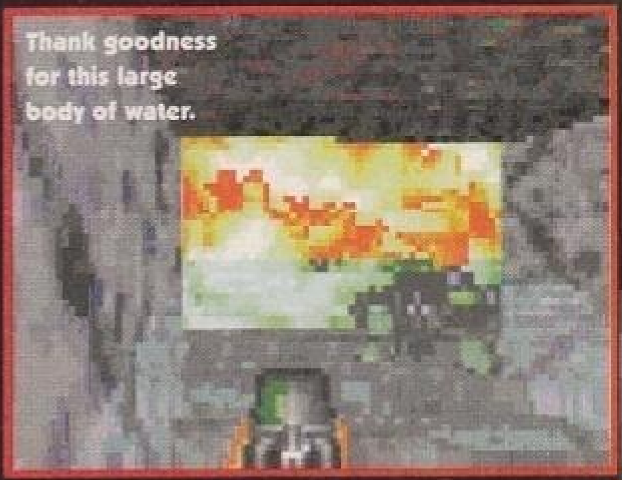
(Streets of 1930s Middle England. Mix through to besieged house. A dozen police cars, lights flashing. SWAT teams. Guns. Helicopters. Spotlit, Mr Bickle is confronting an armed gunman who stares madly.)

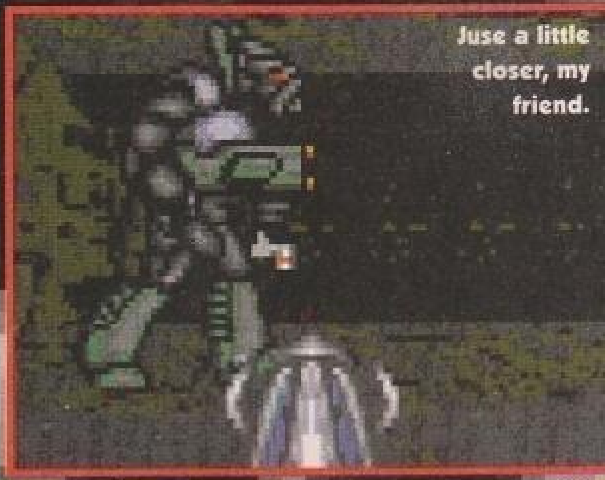
MR BICKLE: Do stop looking at me, it's rude. *(Armed gunman drops gaze with a sob. Gun hang limply. Police rush in. Chief Inspector leads Mr Bickle out of crowd.)*

CHIEF INSPECTOR: Good work, Mr Bickle.

MR BICKLE: He didn't mean any harm. *(They pass a child prostitute.)* Shouldn't you be in

> **"Closing his garden gate"**


Thank goodness for this large body of water.


Juse a little closer, my friend.

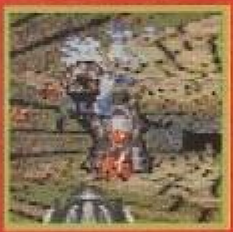
ALIEN BREED CHECKLIST

Monsters? Check.

Meat? Check.

Explosions? Check.

Bullets skip pleasingly across far walls? Check.


Tree creature spawn flying eyeballs? Check.

Badly-aimed grenades ricochet into face? Check.

Then let us get it on.

Feel my sharp stick.

Obviously I've not blown off enough bits to stop him.

3D

Wash your teeth with the minty freshness of vengeance, evil creature.

Come on then. Big ears.

> **"Sinister whirring from disk one"**

school? *(Boxes ears lightly.)*

CHILD PROSTITUTE: Sorry, Mr Bickle. *(Runs off.)*

CHIEF INSPECTOR: Mr Bickle. There's been a £2m robbery at the airport.

MR BICKLE: £2m, eh? I didn't think there was that much money in the world. I'll need backup.

CHIEF INSPECTOR: Elliot Ness and his number one marksman are on their way.

(Enter Moore Marriott and Graham Moffat.)

GRAHAM MOFFAT: Wotcha squire.

MOORE MARRIOTT: Ooooooo, lovely.

MR BICKLE: Come on.

(They dash out of shot. Chief Inspector watches them go, one hand on his hip, the other pushing his hat back on his head.)

CHIEF INSPECTOR: What a crazy guy. *(Suddenly serious.)* But he's the only chance this city's got.

But anyway.

STUPID

The really stupid thing about *AB3D* is that almost all the bad things happen at the beginning. Installing it to hard drive, for example – you can't. I tried following the instructions and double-clicking on exactly the right icon for a few attempts, then asked one of the Amiga Format techy people to manually copy things. Nothing worked – the game would invariably crash when trying to load a level. Hmmm.

Okay, the game works amazingly well from floppy – there are two disks, and following an extended bout of sinister whirring from disk one you just swap to disk two and that's it – but it's a shabby fault that, along with the CLEARLY WRONG box blurb, smacks of the game being rushed into the shops. (It certainly took, for example, us by surprise.) Still, let's put that shabby fault aside for the time being.

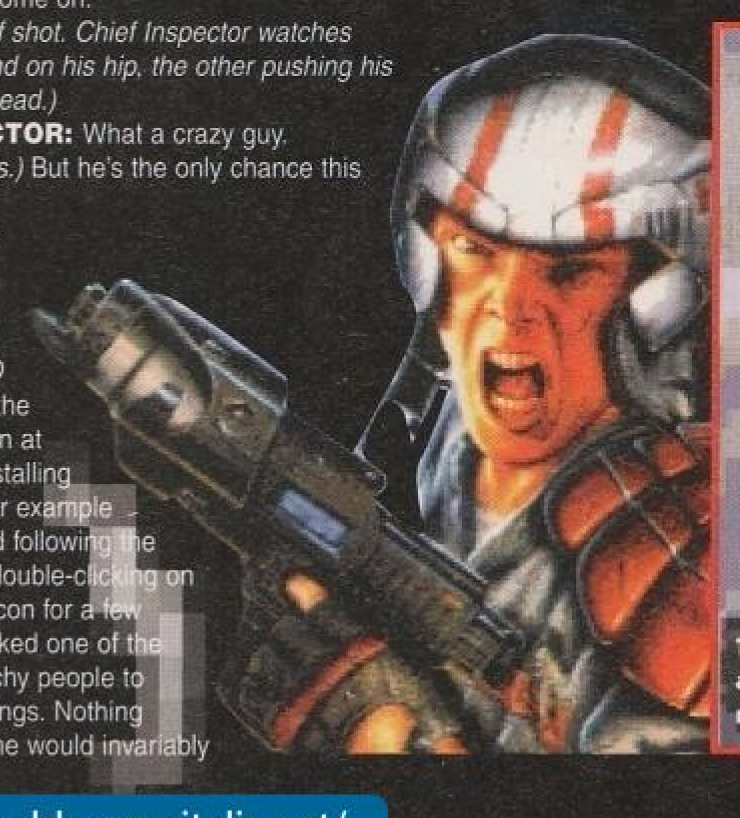
Game loaded, then. Short pause while the copy protection asks you to pick randomly a black page from a black book, then trace down a number of black lines and across a black number of rows, holding the book awkwardly under oblique light until some black scratches resolve themselves into black numbers, but that's obviously the fault of the kind of people who prevented Jon Hare of Sensible from buying a third Porsche so we'll put that aside as well. You only have to do it once, after all (I was at one point terrified that the game was going to ask for numbers after every level, but it was just the plot) and, hey, you're given precisely one chance to type the black number correctly before you have to wearily reload and smack the mouse button to skip the Team 17 logo because although it only holds up the loading for five or six seconds you just want to *play* the thing.

And there it is.

And it's magical.

It is, in fact, *Doom* – but on the Amiga.

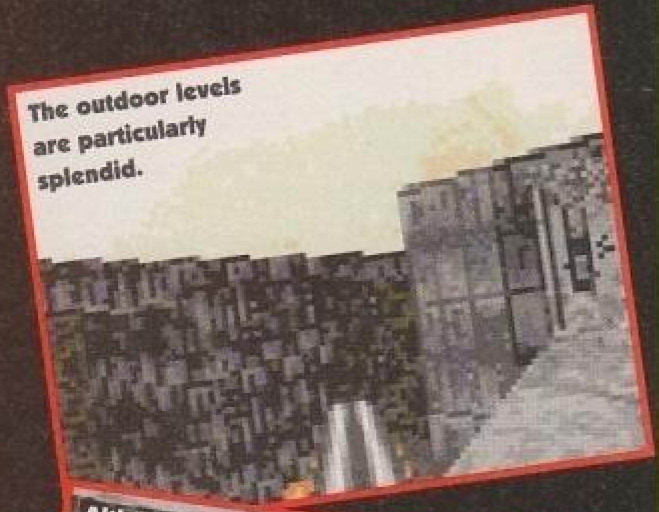
Phew.



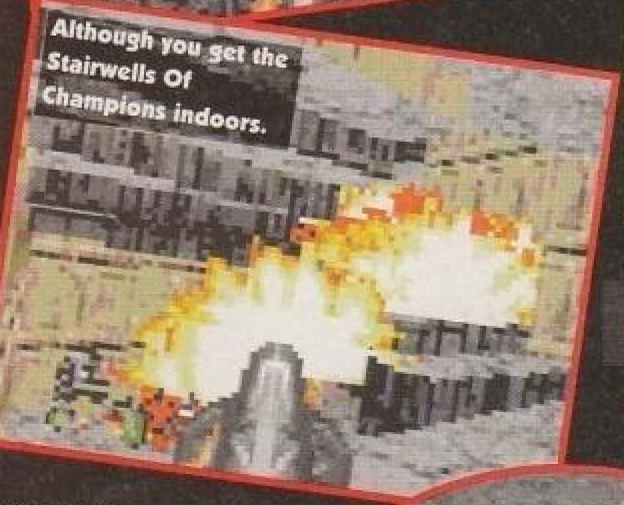
HORRIFIC

What *AB3D* gets right – and what eluded *Fears* – is that it's fun to play. The weapons are demonstrably different, yes (where *Fears* and *Gloom* had everything sitting in the middle of the screen and plurping out similar bullets, or merely sizzling balls of light, *AB3D* has plausibly horrific guns that recoil and 'feel' different – the phaser rifle, for example, is wreckingly powerful but has slow bullets and is hard to aim over distance – and you'll almost instantly elect a favourite. ➤

The two-player game. It's not at all good. Here, Cam's just missed me from point-blank range.



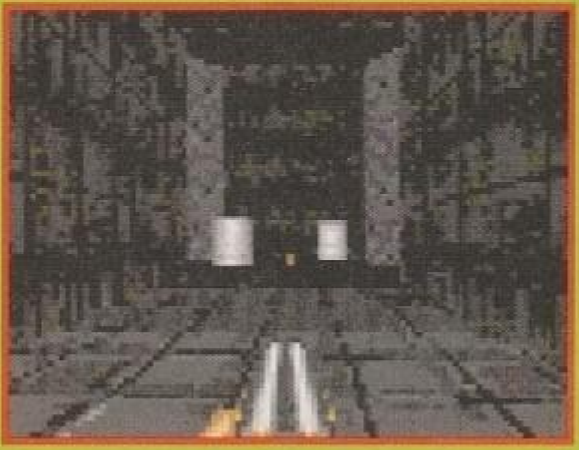
The outdoor levels are particularly splendid.



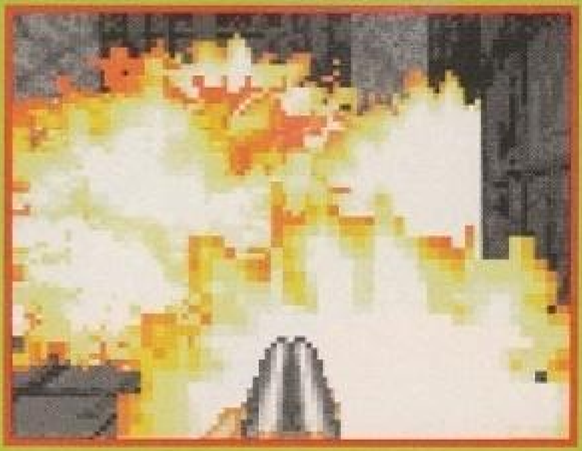
Although you get the Stairwells Of Champions indoors.

BOW BEFORE THE HIGH ALTAR OF BOOM

Chain-reactions feature heavily in *AB3D*. Allow us to demonstrate.



Some barrels.



Witness the apocalypse.

I never even knew its name.

Seek body detective Dick Tracy.

Mine is the shotgun – accurate, instant hit, quick and satisfyingly slide-actiony to reload, though being a double-barrel it should, of course, be broken open AS ANY FULE KNO) and the technical qualities shut its rivals in a cupboard (lifts and stairs, outdoor bits, ripply water, walkwayed arenas, admittedly in a third-size screen but it's a hi-res 'un; incidentally, contrary to the instructions you can get full-screen graphics by pressing Enter on the keypad, which I found out when missing my run-away key. I don't much care for the mode, though – it is fast, but it's (obviously) blocky, and you don't get any readouts) and the sound is even better than that of *Fears*, dropping the subliminals but bringing in INCESSANT HOWLING that you must kill all to stop, bringing back the 'breed squeals' of the previous games, and bringing about FEELINGS OF TREPIDATION with breathy new monster samples (including, I'm sure, a growl from the Hanna-Barbera library) and the special effects are amazing (hits punching out bits of monsters to blap off the walls behind, bouncing grenades you can arc into pits, chain-reaction explosions that fill rooms with whumping death) and the attention to detail delicious (hounds dropping with an expression of shock, two-gunned slug monsters visibly firing shots from their left then their right hands, an ammunition reservoir so you can carry more than the screen can show, automatically ducking if the tunnel you're rushing through is too low (although, slightly annoyingly, you don't afterwards automatically stand up), step noises for each floor type) and there's a two-player deathmatch (except it's incredibly poor – the levels are the same as for the one-player game but with all the locked doors disabled and NO MONSTERS; as the later levels are around the size of five old men laid end to end you just wander around until you get bored, and the box CLEARLY LIES when it claims you can play co-operatively, and ONCE AGAIN the other player looks exactly the same no matter what gun he's hefting or whether you're hitting him) and the monsters act differently (there are, for example, hounds, and cannon fodder with plurp-guns, and sergeants who hang back to shoot you from afar, and scuttling tree creatures who spawn flying eyeballs) but most of all it is **FUN TO PLAY**.

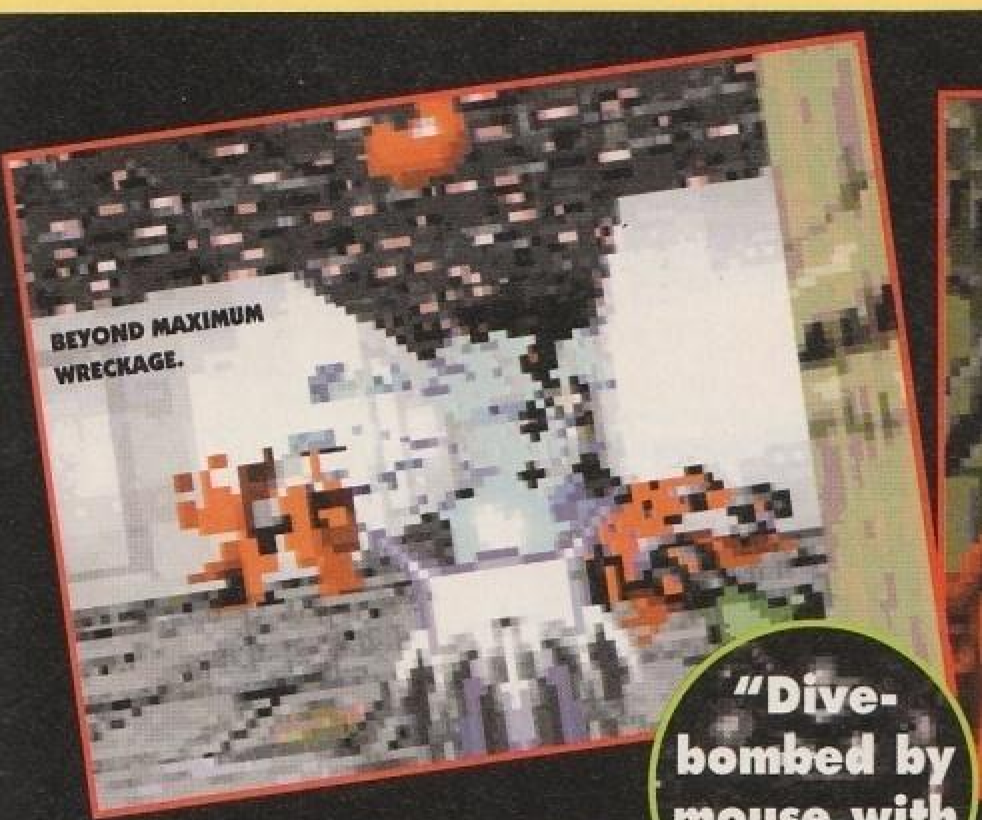
"A computery department store"

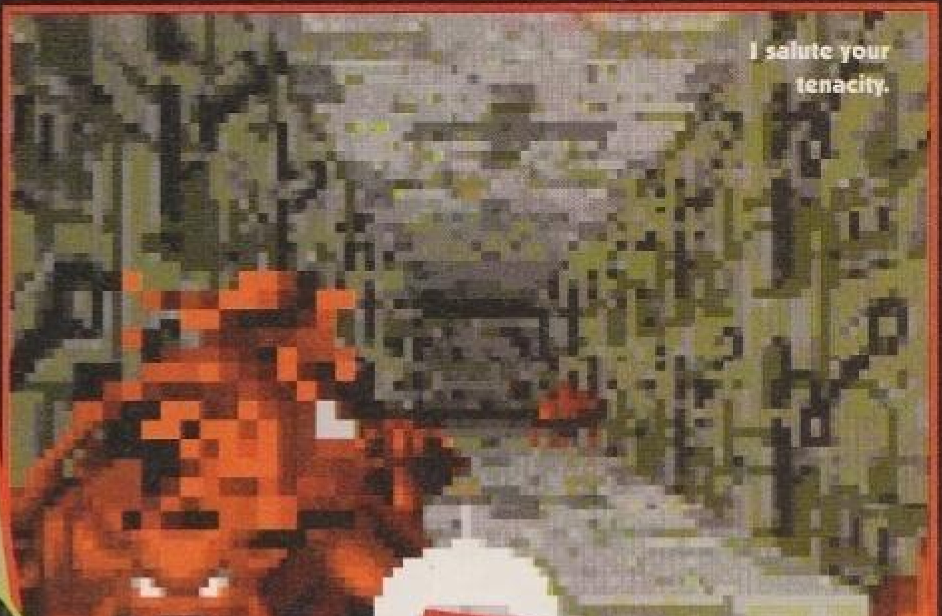
RUBBISH

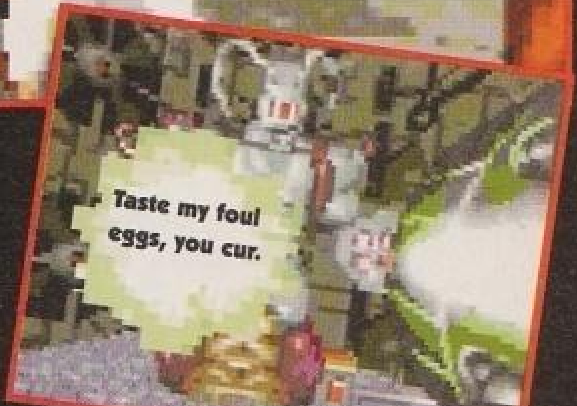
Remember those bits in *Gloom* where you'd round a corner and face off against a dozen biters backed up by cloaks? *AB3D's* like that, only more so. The thing with *Gloom* was that it had no stairs or walkways, so beefed up its shooting side with mazes of crushing blocks and switch gags – that way you didn't get bored with rounding a corner and facing off against a dozen biters backed up by cloaks. *AB3D's* levels go up and down, round and round and come out here, and so despite being the more sophisticated game, it's far shootier-orientated. There's little cunning in the use of switches and keycards, but you're prevented from getting the measure of the game by its sheer diversity of location. On one level, for example, you start by racing through the mezzanine of what appears to be a computery department store (look, it does to me) being sniped at by monsters patrolling upstairs. You can, of course, get them at that point (there's little of the *Fears* curse of monsters popping at you without your being able to see them – all the monsters here bar one have projectile weapons so you can trace their line of fire) but you'll keep getting caught in crossfires and so do far

Fantastically over-the-top.

Let's hope *Worms* and *Speris Legacy* are as good. That'll mean all the Team 17 games we like weren't written by Team 17.







> **"Dive-bombed by mouse with wings"**

better to make a run for the stairs and TAKE THE FIGHT TO THEM. In another, you start high up and have to place grenades to set off barrel bombs in a huge pit before risking leaping down yourself. In a third, you'll be wading through glittering water being dive-bombed by a mouse with wings. There's always something to throw you off-balance and keep you interested.

(An aside about airspace – despite the architectural credibility of *AB3D* you still can't look up or down. The designers have been careful largely to avoid the *Fears* horror of bumbling around on a staircase without a clue as to which way you're pointing (idiotically one of the few such cases is on level one) but there's at least one class of monster that tries deliberately to get directly above you so you can't hit it. Fair enough, but it's big on self-preservation and takes ages to tempt back down, and if you try to sprint past it it swoops like a sinister crow. Apparently the programmer could have included looking up and down but twigged too late. I trust there'll be the option in the sequel, of which there must be one if this one sells like it should.)

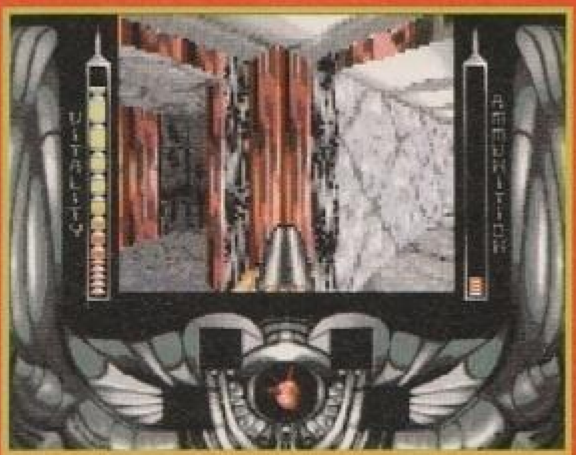
Staggeringly, there is no map. At all. You're expected to keep a level in your head, and as you'll recall, they're incredibly large. It's not as pointed a problem as you'd expect (smoking corpses marking explored corridors and all) but there were more than a few times when I found myself clearing out the level and then pottering around aimlessly trying to remember down which fiendishly twisting corridor I'd find the exit. It's one of a clutch of mildly irritating omissions that must have been caused by a lack of memory (I refuse to believe they'd have been bodged on purpose) including a rubbish death (the sound merely grinds a bit – you don't even get to sink to the floor) and a pitifully feeble rocket launcher that takes up half the screen but fires a blob the size of a penny piece. And the graphics occasionally glitch interestingly (spots circling high walls, floors flashing where they meet walls) but you allow for that. It is, after all, an awfully clever thing. (When playing on an unexpanded A1200, for instance, to keep up the speed it starts dropping certain of the animations, or skipping frames as if you're long-jumping; entertainingly, this means you can almost outrun your own bullets.)

WHINING CHILDISH HATEMONGERS

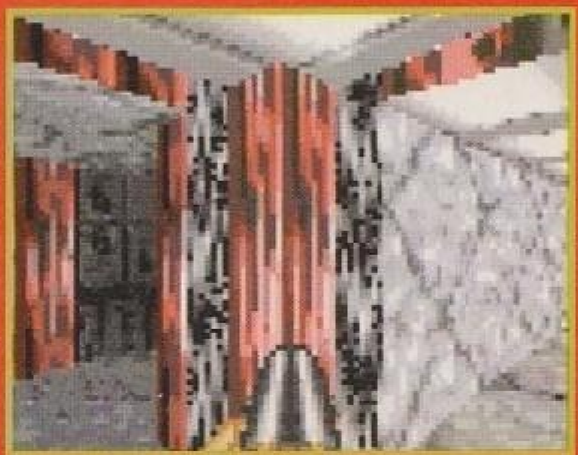
I regard *AB3D* as fantastic. A glance at the credits screen reveals that it's been done by an entirely different set of people from those who wrote the previous *Alien Breed* games, and this is a Supremely Good Thing. There are no radioactive rooms. The game plays fair. (It suddenly struck me how generous the monsters' target profile is; a hit reasonably close will count, which is blessedly helpful at a distance, when everything's a bit squizzy.) It is diamond-hard (perhaps extraordinarily so; you're expected to do the whole of a level in one go, which by about number eight of the sixteen invites vexation. Still, just the way we like 'em. And you can always break off to search out the secret rooms). It's a ripping game, and an amazing accomplishment, it's extra-special and it's outdone *Gloom*. Good work, Team 17. You whining childish hatemongers.

● *JONATHAN NASH*

PUT YOUR THUMB IN YOUR MOUTH AND BLOW



A normal-sized *Alien Breed 3D* screen.



And a big one.

▲ UPPERS Stunningly exciting. Infernally imaginative. Splendidly fair design BUT FOR THE OCCASIONAL LAPSE. (You can even have workable long-distance shootouts.) Architectural credibility. Beautifully unsettling. Gooier than *Gloom*. No music. No nonsensical sudden deaths to put off exploring. And just enough keys for me to use my *Marathon* set. (Like you care.) (But because of that odd Amiga bug, you can't press two keys at once. Try instead a CD32 pad – the Control Implement Of Champions.) A good story. (You get a chapter after each level.) Supports higher-spec machines. Hard drive-installable. Allegedly.

▼ DOWNERS Jittery on a normal A1200. Perceptible slowdown in sticky situations even on a 'fast RAM' machine. No maps. Now and again you'll lose the visual cues and become bafflingly disorientated in a stairwell or along a tight corridor. If you hug the walls, you can get jammed against a closed door. Only sixteen levels. And we didn't get to do the *AB3D* cover with a Wil Overton-drawn panicked cartoon bloke dumping shells in a double-B as two enormous claws reach out of the darkness behind for him.

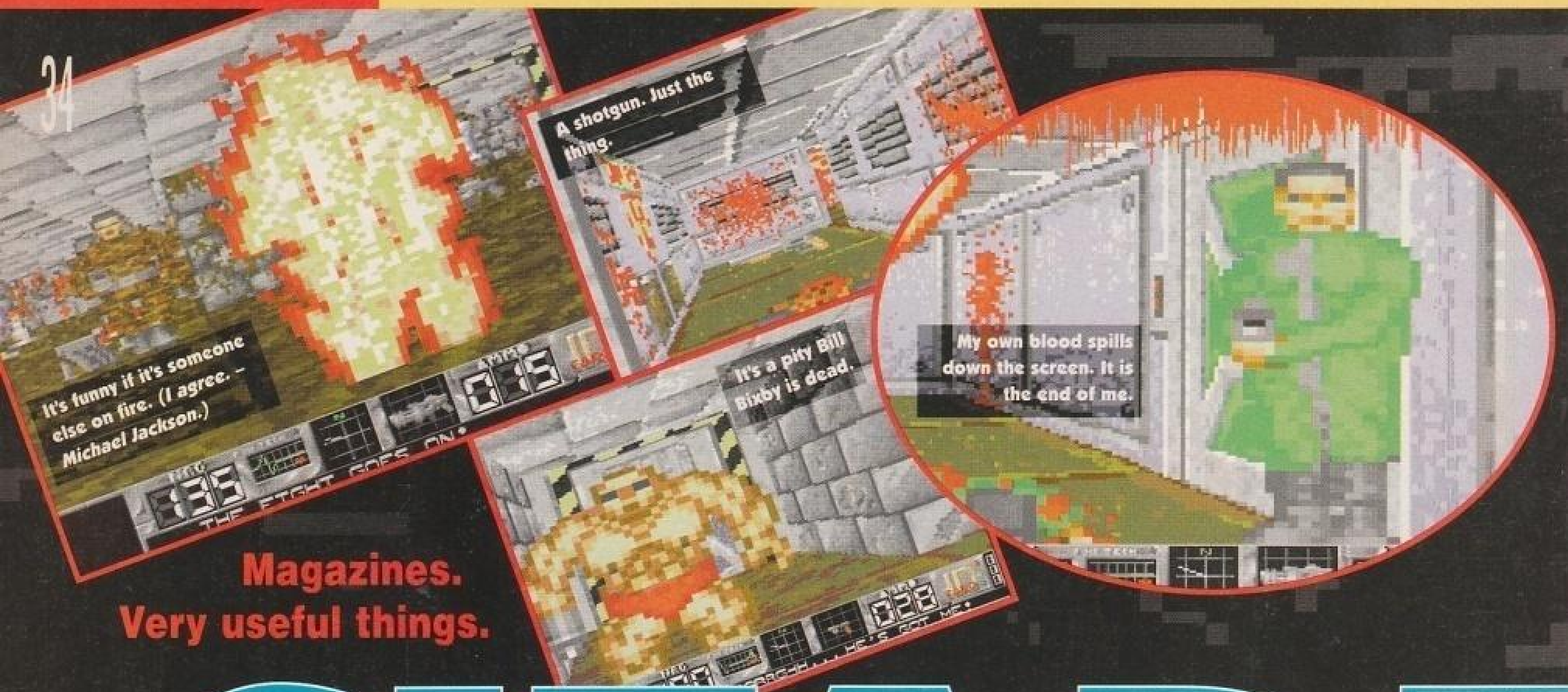
THE BOTTOM LINE

Doom – but on the Amiga. My word.

91 PERCENT

THE BOTTOM LINE

CD32 Coming up, with properly sampled sounds and everything, apparently. We'll keep you informed once C-Monster finds one in a shop.



It's funny if it's someone else on fire. (I agree. – Michael Jackson.)

A shotgun. Just the thing.

It's a pity Bill Bixby is dead.

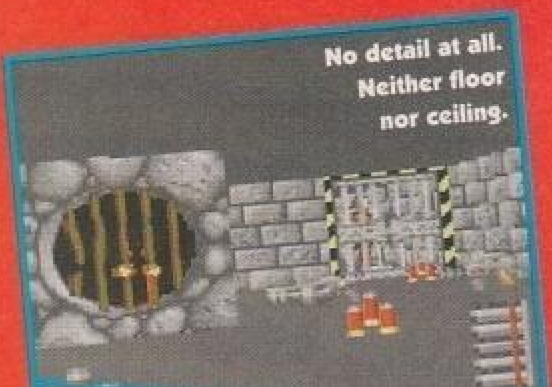
My own blood spills down the screen. It is the end of me.

Magazines. Very useful things.

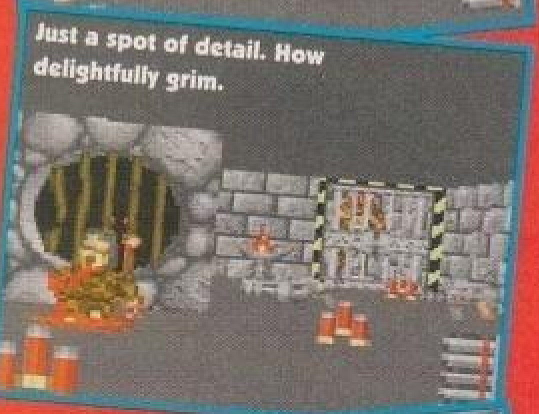
CITADE

I WANNA SEE IT ALL

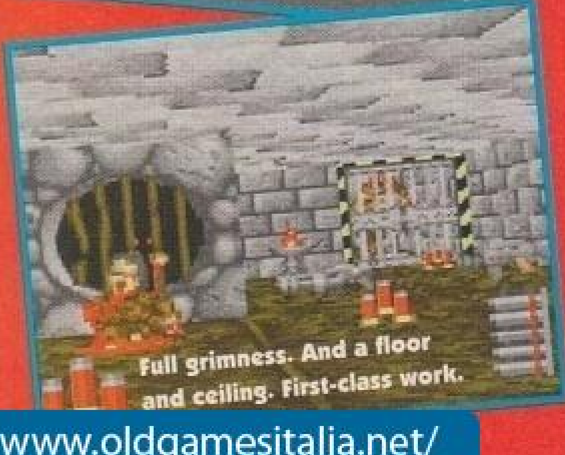
Or do you? This is the box where we show you what bits of detail you can switch between in the game. Useful, eh?



No detail at all. Neither floor nor ceiling.



Just a spot of detail. How delightfully grim.



Full grimness. And a floor and ceiling. First-class work.

Runs on: A500, A600, A1200
Publisher: Black Legend
Authors: Arrakis Software/Virtual Design
Release: Out now
Price: £30

Quick, somebody help me, I've been infected by a computer game. *(Oh, wait. Wait. There's a joke here. – Ed.)* You see this isn't the first time I've written this *Citadel* review. The first time, it was all over the place. It had all the right bits in, except for the bits that weren't, but was a mish-mash that needed rewriting.

Exactly, in fact, like *Citadel* itself. *(Is it a virus? Damn. Damn. – Ed.)*

DEAD

For those of you who can't tell from the overload of texture-mapping in the screenshots, *Citadel* is the latest in the ever-growing list of games that are either trying to be *Doom* or like *Doom* – but on the Amiga. But the bonus with this game is that it's the first texture-mapped lookalike to work on the A500. Okay, running it on an A500 doesn't exactly give you fast-moving, precise, full-screen highly-detailed stuff, but still, eh? It's playably workable at about a quarter-screen size, and there are detail levels and floors to turn off (how do you turn off a floor? No matter) if you feel the need. Unlike the forthcoming *Gloom* you don't even need a special accelerator, for which the programmers deserve a round of applause.

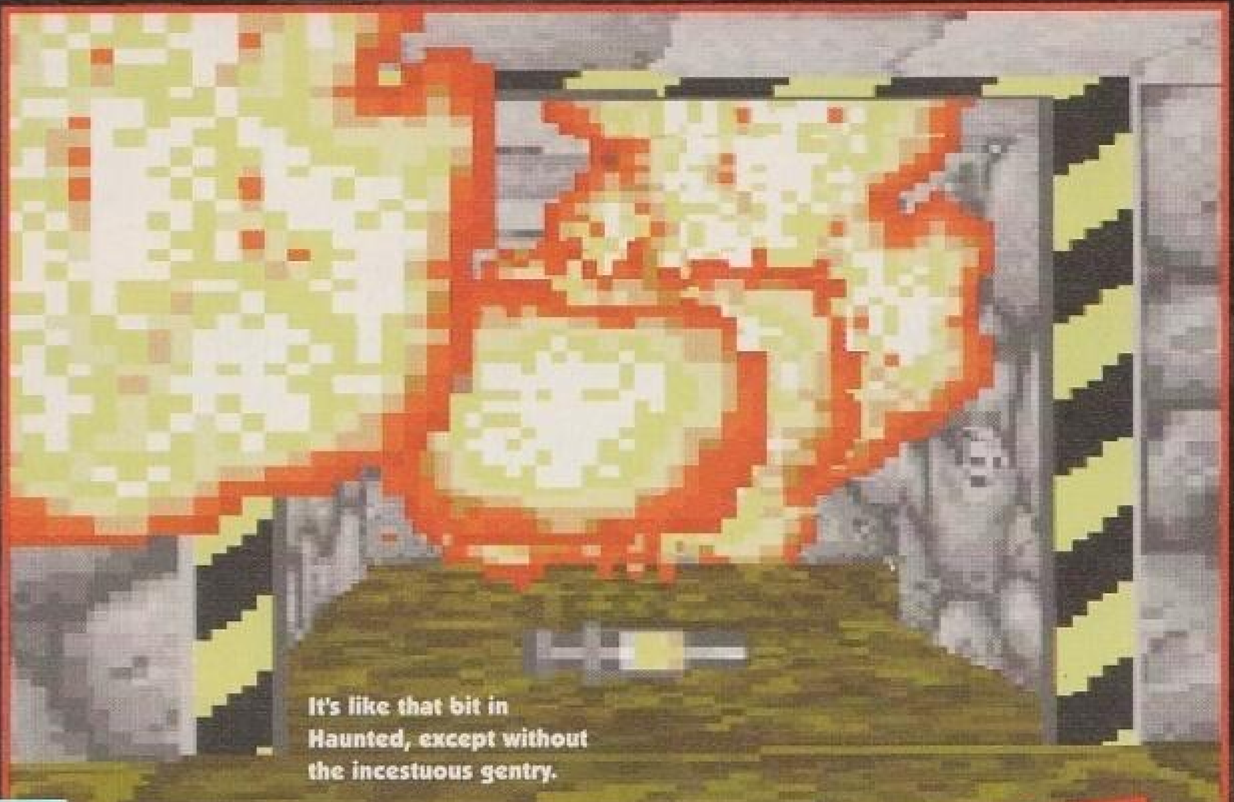
With all the options set appropriately thanks to a bit of trial and error (reap the rewards of my labours by examining the options boxes elsewhere on these pages), I then concentrated on getting through the game. I was, it appeared, a lone commando sent to subdue an overrun penal colony. My task would be complete once I reclaimed the control centre, but I could also go looking for six parts of a bomb and, er, set it off I suppose, although I'd presumably then be dead. But I was undoubtedly too tough a lone commando to care. Growl.

"Somebody help me"

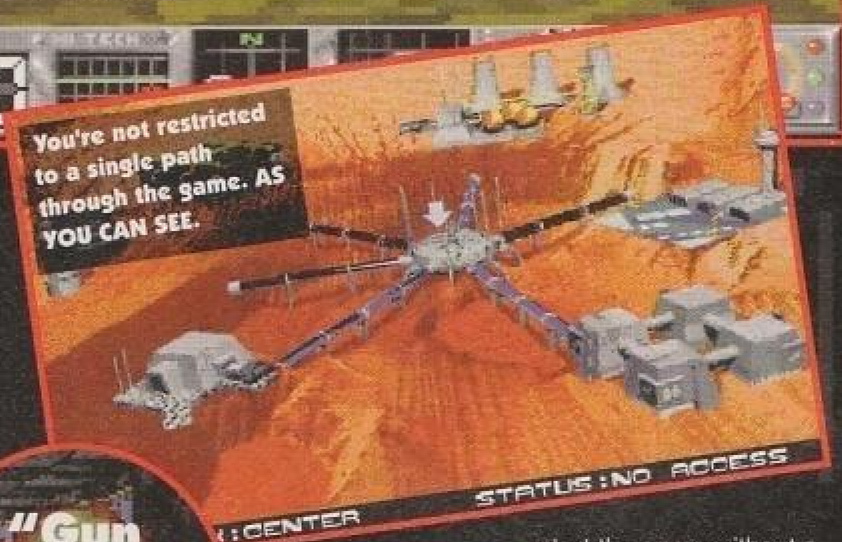
Citadel has a great initial impact. You are, indeed, alone on a desolate space station, and there's much to take in just wandering around for a while. Highly impressive. It's only when you've been playing the game a bit and have moved

My word.

Poignantly, a crispy frisbee lies beyond the smoking corpse.



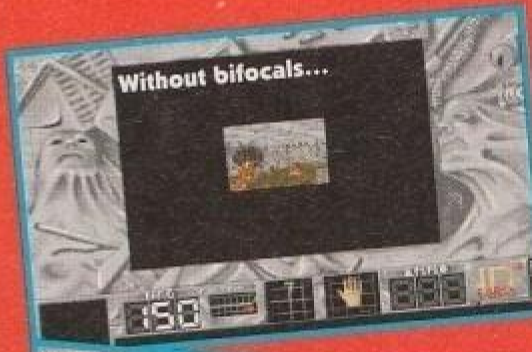
It's like that bit in Haunted, except without the incestuous gentry.



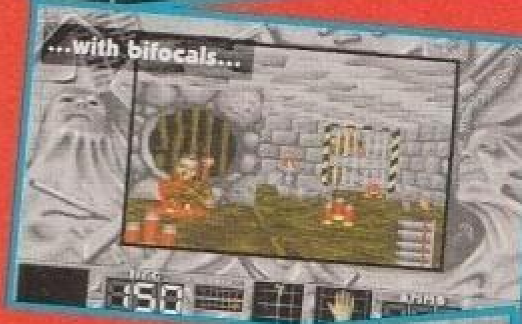
You're not restricted to a single path through the game. AS YOU CAN SEE.

I'LL TAKE THAT ONE

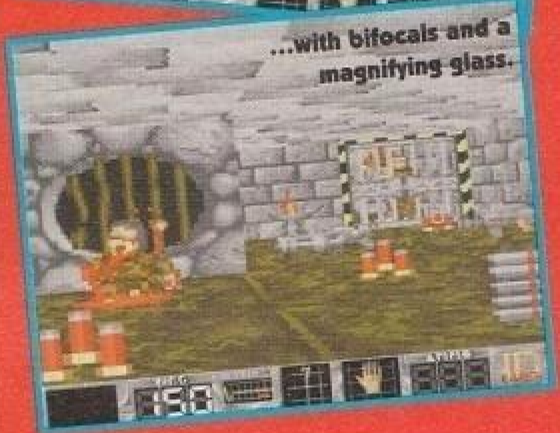
In a bid to illustrate the various views from which you'll be able to play the game (from the inept to the adequate), here is a helpful insight. (Ho-ho.)



Without bifocals...



...with bifocals...



...with bifocals and a magnifying glass.

through loads of rooms and started killing things that obstacles start getting in the way of your fun. Lots of little obstacles that seem to grow in annoyance each time you come across them.

> "Gun bobbing about"

RIDICULOUS

The first and biggest problem is the targeting and hitting of the enemy. To shoot anything, even if you have a traditionally wide-spreading shotgun, the alien or nondescript thug MUST be in the centre of the screen. And without a path of bullets to watch fly down the room (like *Gloom*) or a gun bobbing about (like *Fears*) this is a real hassle. You end up trying to get closer to the aliens to line up a shot, and, of course, they're blasting away all the while.

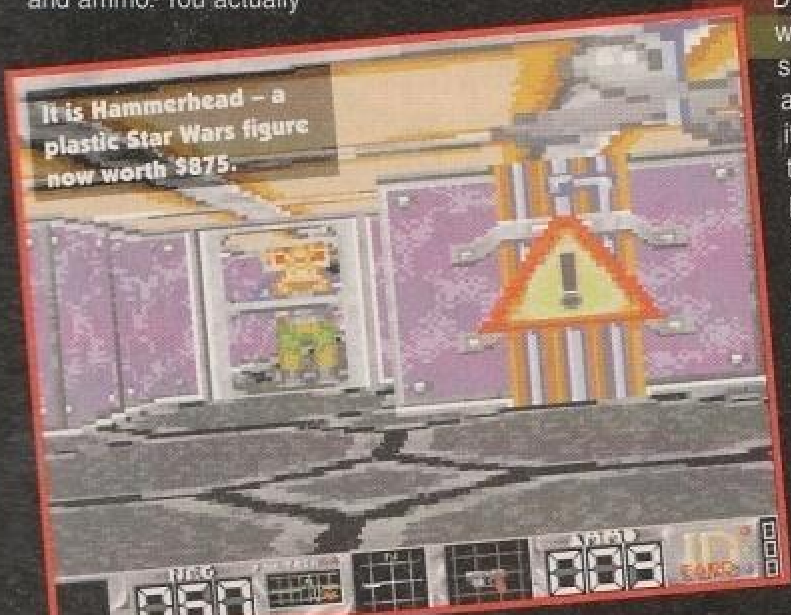
Hey – why not just keep your distance and blaze away, overwhelming them with firepower? A sound idea, but it's not long before you notice something quite ridiculous – a real lack of weapons and ammo. You actually start the game without a gun (thanks, lone commando headquarters) and can't fight anything until you find one (second door on the left in the first main room, basic survival fans). What's wrong with giving the lone commando a default knife or something? That way, when you run out of ammo (which you will, repeatedly) YOU'LL STILL HAVE A CHANCE.

But, you could argue, this adds a strategic element to the game. Something to think about while you're blowing things up the walls. And it does. But the sheer lack of anything collectable in addition to the difficulty of hitting a target and the ferocity of the aliens' attacks make the game frustratingly hard. I can't help thinking that Black Legend would have done better to include an infinite supply of ammo. Forcing you to conserve bullets and try to dodge trouble hobbles the fun of the game.

Because, annoyingly, it is fun. All its faults can be worked around (with varying degrees of patience – the inescapable ROOM OF DEATH, for example, the teleporter to which looks no different from any other, so leading you to be wary of going off and exploring, INVITES REVENGE) and it is addictive. Bonus tasks like finding the bomb parts reward repeated playing, and it's satisfyingly gory. (You can – hurrah – set fire to people and watch them scurry around aflame.) And at least they've tried to be different.

Citadel is an unsuccessful hybrid of action and strategy. Perseverance pays off, but there're too many things to think about (lining up that alien and the like) when you should be trying to finish the level. It all gets in the way too much.

● ***PAUL MELLERICK***



It is Hammerhead – a plastic Star Wars figure now worth $875.

UPPERS Fantastic, detailed graphics, a convincing atmosphere, and loads of options to make sure you get the best performance from your machine. It also works on an A500 and, although it's something we'd not usually advocate, you can set fire to people.

A500

DOWNERS There aren't enough guns or bullets for you to collect, the enemy attacks too fiercely, and when playing with a joystick it's really difficult to turn around quickly enough. (Oddly, the problem goes away when using a mouse.) You can be hit by an alien quite clearly hiding behind a wall, and on the hard level you LOSE ENERGY FOR BUMPING INTO A WALL. And it swears at you. Tsk.

THE BOTTOM LINE

On the surface it's a very good mix of strategy and action, shooting and collecting. But dig down a bit and the two elements clash to cause too many problems.

67 PERCENT

THE BOTTOM LINE

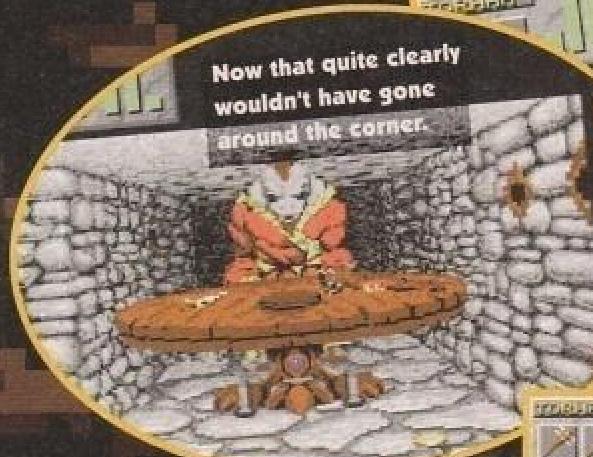
A1200 That lovely full-screen mode is very cool indeed. All that speed and a few extra bits. A couple of percent? Yeah.

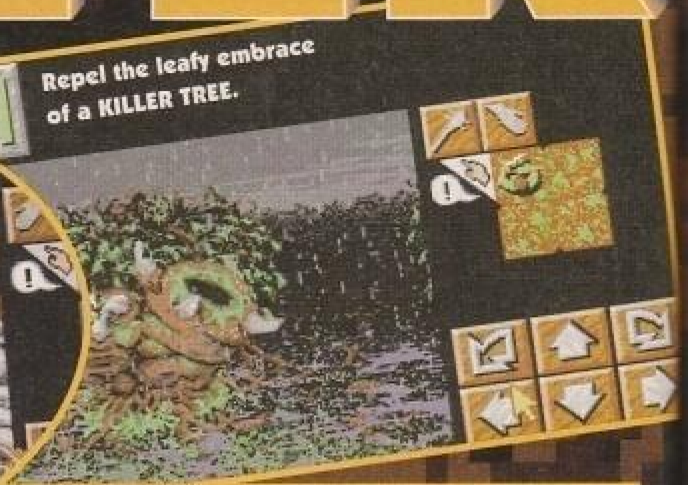
69 PERCENT

DUNGEO MASTER

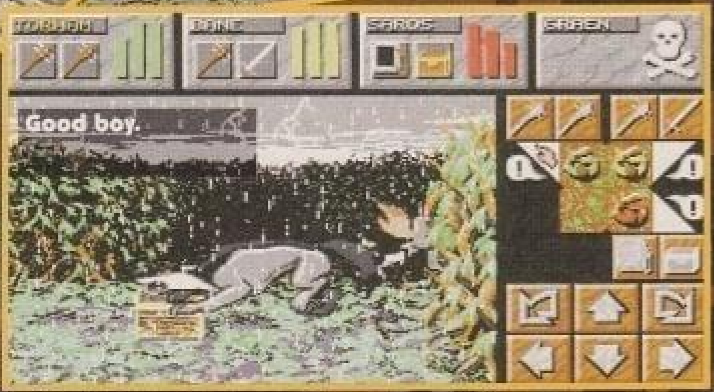
First, there was *Dungeon Master*. And now here it is again.

Runs on: A1200 with hard drive
Publisher: Interplay
Authors: FTL
Price: £40
Release: Out now


Now that quite clearly wouldn't have gone around the corner.



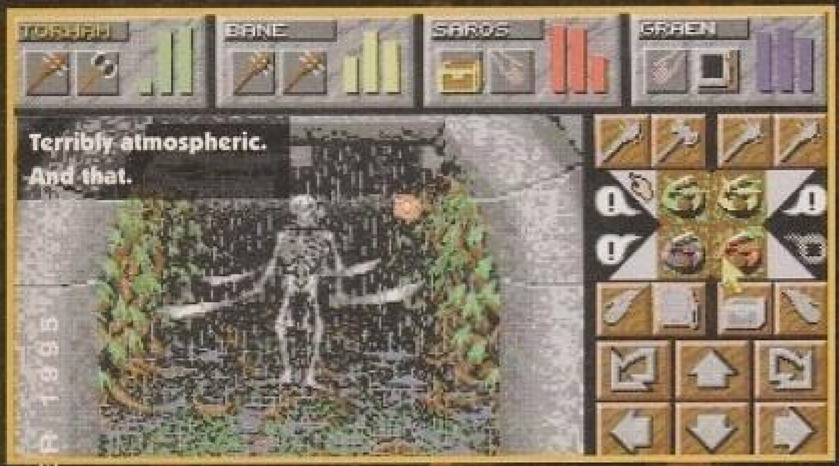
Repel the leafy embrace of a KILLER TREE.



Good boy.

The Gulf War. John Major. The fall of Communism in Eastern Europe. Kurt Cobain. The abolition of apartheid in South Africa. Britpop. The introduction of GCSEs. OJ Simpson. My first snog. No prize whatsoever will be delivered to the reader who realises that all these earth-shaking events happened after the release of the first *Dungeon Master* way back in the winter of 1986.

A decade, then, since the modern RPG was invented, delivering us from text-based evil with icon-led control, first-person views and a relative accessibility. As if preparing for times to come, or possibly to preserve the macrocosmic balance of the universe, *Dungeon Master* also shook out of its bag monsters animated in three frames, identical walls and (bleugh) statistics. Now walk with us through the years. Our feet slog upon the puddly road. Dozens of games from *Ishar* to *Doom* swim pass us like so many superimposed neon signs, cannibalising *Dungeon Master's* ideas for their own sinister visions as Dick Powell speaks as a voiceover. At length the road ends.



Terribly atmospheric. And that.

We have reached 1995. FTL announce *Dungeon Master 2* is ready. And it's – it's – IT'S...

RUFUXRUFCUD

It's *Frontier* but for RPGs. It differs from its predecessor not nearly enough. The biggest change in *DM2* is that it won't run on anything except an A1200 with a hard drive, which is fine by me (after all I wouldn't criticise *Sensible Soccer* for not running without a joystick). What's more psyche-shatteringly unbelievable is how little it's improved in any other area.

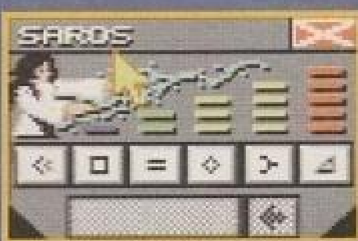
Control, for example, is, well, fairly identical. Four characters, backpacks, arrows for movement, icons for slamming the odious opponents with the

> "As Dick Powell speaks"

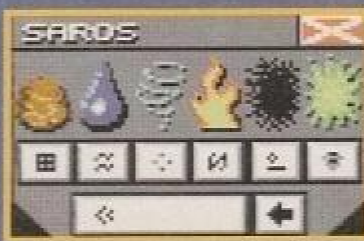
Quick – up these stairs.

THE BEAUTIFUL DEBBIE MCGEE

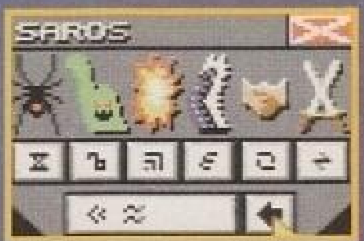
Hola, readers. I am The Great Soprendo. Join me as I mix up a batch of fireballs to help my magician chum and his friends.



I start by selecting the power level. Here I must exercise caution, as too much will melt my dungeon counterpart's brain. Probably.



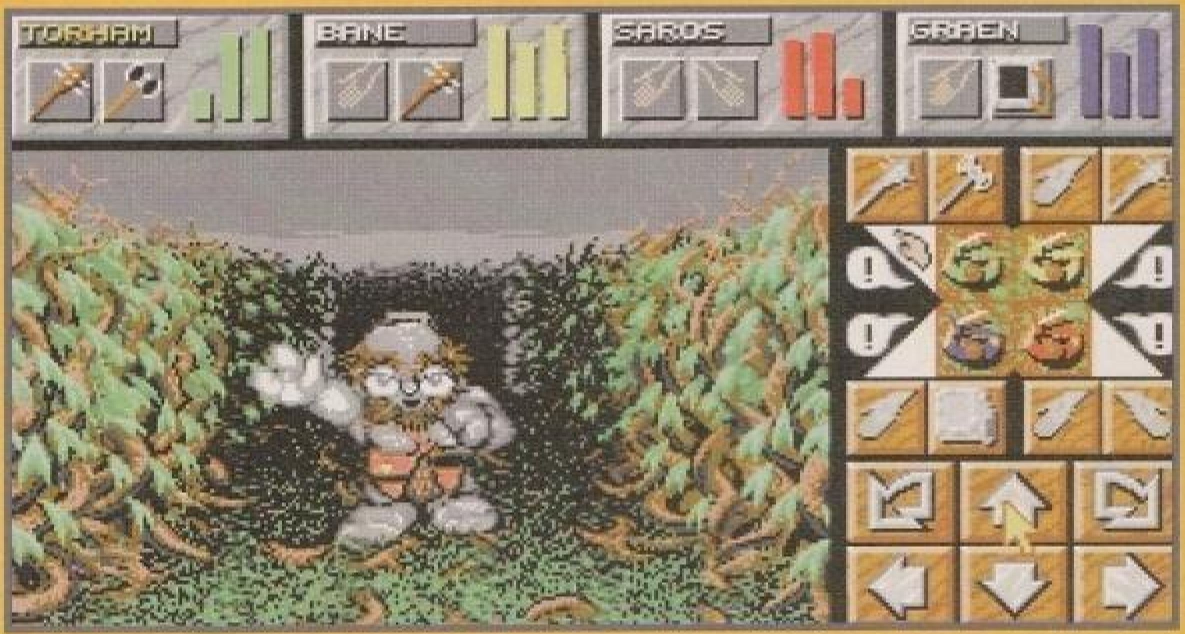
Now we need something flammable. This Fire rune will do nicely.



But – mon Dieu – how to propel the chap? Hola – a Wing rune. Peef Paff Poof – un fireball! And now a comic song from my wife Victoria Wood.

N 2

TRICKY BLIGHTER, JOHNNY FOREIGNER

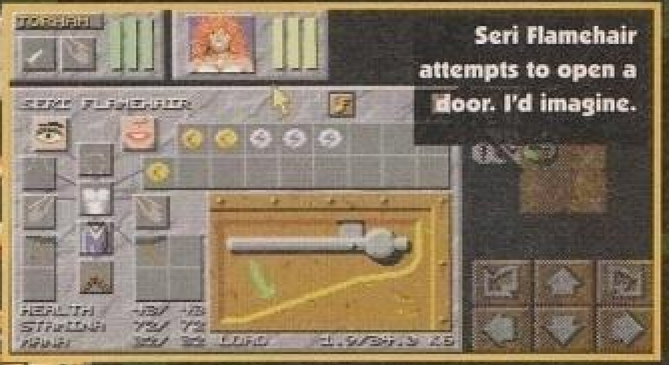


It's become traditional in these sort of games to have wimpy monsters wander up and 'borrow' the weapons your heroes are wielding. Such things are spurned by *Dungeon Master 2*. Instead, near the start of the game, some fast and hard monsters rush up, nab your stuff and beat you into an inedible pulp before you have a chance to retaliate. Thanks guys.

Now *that* is a fey run.

TORHAM
BANE
SAROS
GRAEN

"Don't be a fool, Professor."



Seri Flamehair attempts to open a door. I'd imagine.

implements of your heroic wrath (usually swords and clubs and stuff) – the norm for this kind of party-based slog. Conserved from the original *Dungeon Master* is the rune-based magic system, whereby mixing together magic glyphs and energising them leads to a variety of pyrotechnic effects. In practice most players will learn a fireball and a heal spell and leave it at that but, hey, it's warmly reassuring to have the option. The graphics are still square-based single-step pseudo-3D, with the tiny addition of a 'half-step' between squares in the manner of *Death Mask* and *Liberation*. They've have lost any remote realistic edge they ever possessed, looking now more like preliminary sketches from that ridiculously dodgy Dungeons and Dragons cartoon in the mid-'80s. (Is it just me who abhorred that abomination of a programme? Yeah? Thought so.) However, the monsters do have more than three animation frames, which is a marginal improvement. Except they all disappear in a cloud of smoke, which just looks ridiculous in the new gore-obsessed post-*Mortal Kombat* world. A *Gloom*-style wading-through-your-enemies'-entrails mode would have added to the atmos infinitely. And sonically it's limited, with pretty poor samples for the monsters' movement and stuff, but, flying in the face of AP's collected wisdom, I proclaim the music to be bearable – full of slow sweeps of mediaevaly keyboards which change every time you enter a new section. Go figure, but kudos for that anyway.

ROCHANGRAFEL

Cheerful additions to the game's formula include slow reaction speeds and a buffer for your commands. The combination of these wonderful ideas leads to your brave group jumping down holes and running into walls and bushes completely out of your control as the machine idiotically plods through your increasingly frantic mouse clicks trying to catch up. And banging into objects makes your party lose energy. You'd've thought that someone capable of mastering the arcane arts of magic would have the brains to avoid banging his head against a wall, but no. Oh no. The clots.

The characters. Yes. The fatal fault at the ageing heart of *DM2*: the characters have no character, existing solely as a handful of statistics and a pack mule for whatever you find. Now pull me up short if I'm wrong, but RPG characters are meant to be men and women of noble sprit who've chosen to risk everything they hold dear to their heart for a possible better future. They're supposed to be HEROES – people for us to admire, show an interest in, become INVOLVED WITH. They're not, and here *Dungeon Master 2* and I bifurcate like an intelligent twig, supposed to be an eight-legged ass-kicking machine that you COULDN'T CARE LESS ABOUT. At the start of the game, for instance, you have to awaken a party from a selection of odd-bods who have been frozen in a previous age. To help with this momentous, ➤

Napalm-loaded ornamental fountains, eh?

TORHAM
BANE

Look through the Round Window to release Hamble, or something.

TORHAM
BANE
43
SAROS
GRAEN

Quick – up these stairs.

universe-defining decision you are given a glimpse at their stats. From the exact beginning, the programmers are making sure you know that you're not trying to help an imperilled alternate dimension, but are – hey, C-Monster! Look at these crazy numbers! – PLAYING A COMPUTER GAME. Call me a dizzy loon, but how about being presented with a teasingly informative description of the warrior in question? Or even a story of their life in (hnngh) stereotypical Tolkienesque blurb? Or would any amount of original thought be too much effort? Sigh.

Another terminal flaw in the game is its confused identity, wallowing aimlessly between 'High' and 'Low' fantasy. Now before that Ed type bloke barges in *(Get your hair cut. – Ed)* 'Low Fantasy' is personified by gritty realism and flawed characters, and is found digitally in the superlative *Legends of Valour* and textually in Stephen Donaldson's Thomas Covenant books. 'High Fantasy', meanwhile, is more romanticised: paragons of virtue striding through overblown scenarios and that. Books like Lord of the Rings are good examples, as is the isometric sprawl of *Legend*. *DM2* possesses the epic situations and heroic characters of the former, but immediately plunges the player into pouring rain and never-ending battles with insignificant creatures to earn food and find keys. The clash of the mundane and the melodramatic is like a strawberry and horseradish sandwich: unpalatable.

Wait – this electric fan.

An innocent corridor. OR IS IT?

"My slug-infested house"

As I thought. A close call there, folks.

SAWTOAD

Gallingly, there are a selection of wheaty ideas cast among the chaff of laziness. Furniture and boulders can be moved around so you can decorate the interior of the dungeon to your heart's content, as well as allowing for genius puzzles involving a strength potion and some really monolithic rocks. The shops are pretty good too with a chirpily-animated shopkeeper in the best tradition of Mr Benn, though you end up having to move items around individually as in *Liberation* rather than buying via a sensible menu system. And there are a couple of interesting fights, such as the one where wolves maul you as you're stuck in an adhesive swamp, and the one with the ghosts who phase in and out of existence entertainingly. The magic maps which show you your surrounding area at the price of a steady drain of magical vitality are quite clever. And I've found no mazes so far, which shows some grasp of game design. (The only point of a maze is to map it. Mapping is stiflingly tedious. Automapping solves this. With automapping there is no point in having mazes, therefore have no mazes. Good work, kids.)

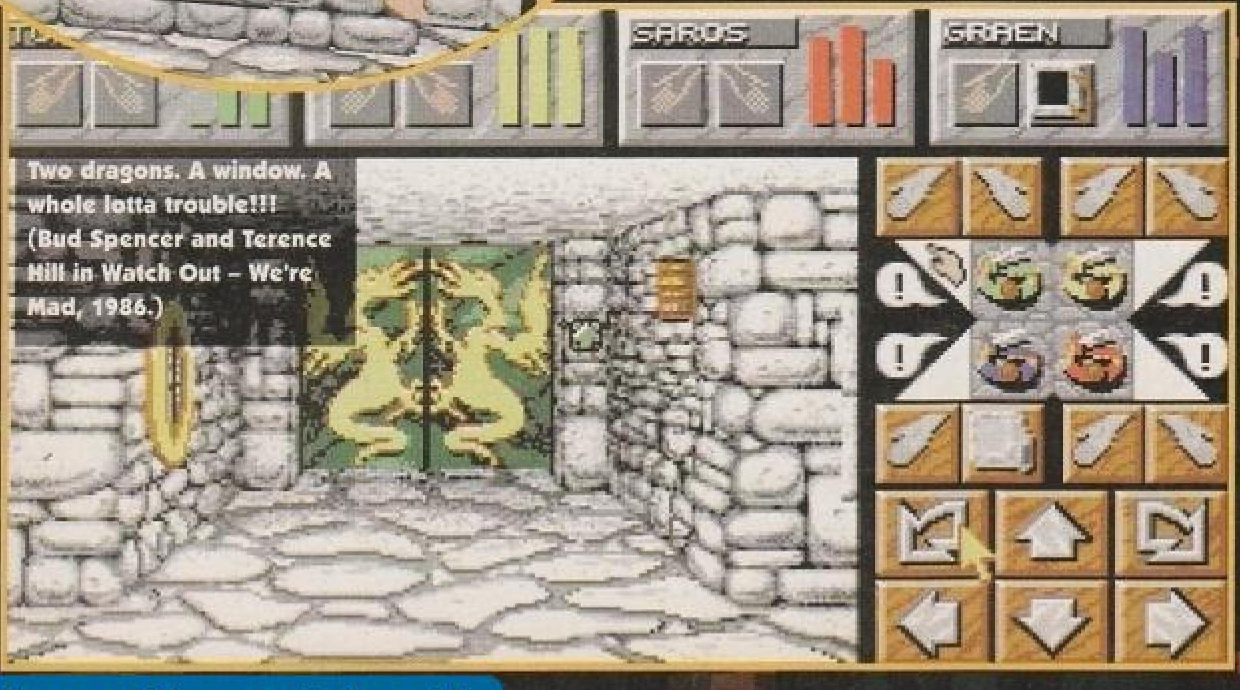
The monsters' intelligence has also been improved. While in most of the *Dungeon Master* clones monsters merely try to walk in a straight line towards you, *DM2*'s protagonists will attempt to outflank you before worrying you with mighty incisors like so many big terriers. But you still can't chat with them, and this is what finally crushes the last humanity from the game, leaving it hollow and soulless in comparison with the sprightly and chaotic *Liberation* or *Legends of Valour*. For a game to possess life we must empathise with the characters contained within, and the best way to do this is by talking. *(And in real life too, you Bosnian crazies. – Ed.)*

While I was reviewing this, Team 4.5 comrade and sibling Cheesecake visited my slug-infested house, his sparklingly new *("CD32" – Ed)* held close to his youthful breast. Everyone in my house entered into the sprit of things and played *("Shadow Fighter" – Ed)* all day. It was an intelligent, forward-looking game which had pinched any decent feature from previous beat-'em-ups and then added a couple of nifty ones of its own. And as I sat there I just couldn't believe that *("Shadow Fighter" – Ed)* and *Dungeon Master 2* could exist in the same world. Then I realised they don't.

The programmers of *DM2* appear to have spent the last seven years held in stasis and a big vat. While for the rest of us time strolled on, they slumbered. They failed to experience the populist charm of *Sonic*, the brash genocide of *Doom*, the 3D dungeon-delving of *Ultima Underworlds*, *Legends of Valour*'s immersive world or the futurist charm of *Liberation*. Consequently, when they were revived last year they proceeded to make a straight sequel to the game which they believed they had only that moment finished. They succeeded. It's just that the world in which *Dungeon Master 2* should have existed doesn't exist anymore. And neither should *Dungeon Master 2*.

● ***C-MONSTER***

It's the Legend of the Golden Monkey.



Two dragons. A window. A whole lotta trouble!!! (Bud Spencer and Terence Hill in Watch Out – We're Mad, 1986.)

UPPERS In a dungeon RPG-way it works. As with all things in this genre it eventually grasps you. Hard drive-installable, except you can't not.

DOWNERS An artefact of a different time. And it crashed several times. Most tellingly *Eye of the Beholder* is better.

THE BOTTOM LINE

A follow-up to *Dungeon Master* should have made your heart want to explode. This average RPG doesn't even rate a stuttering fibrillation.

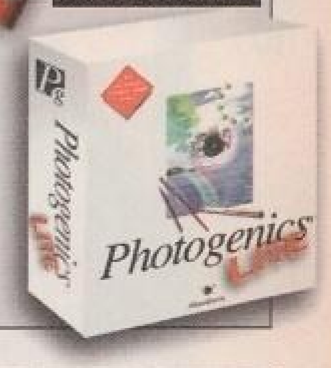
50 PERCENT

THE BOTTOM LINE

A500

No. REJOICE.

THE WORLD'S FASTEST AMIGAS ARE ON THIS PAGE!



LIMITED OFFER
FREE PHOTOGENICS LITE SOFTWARE WITH CYBERVISION 64s FOR A LIMITED TIME!

CYBERVISION 64

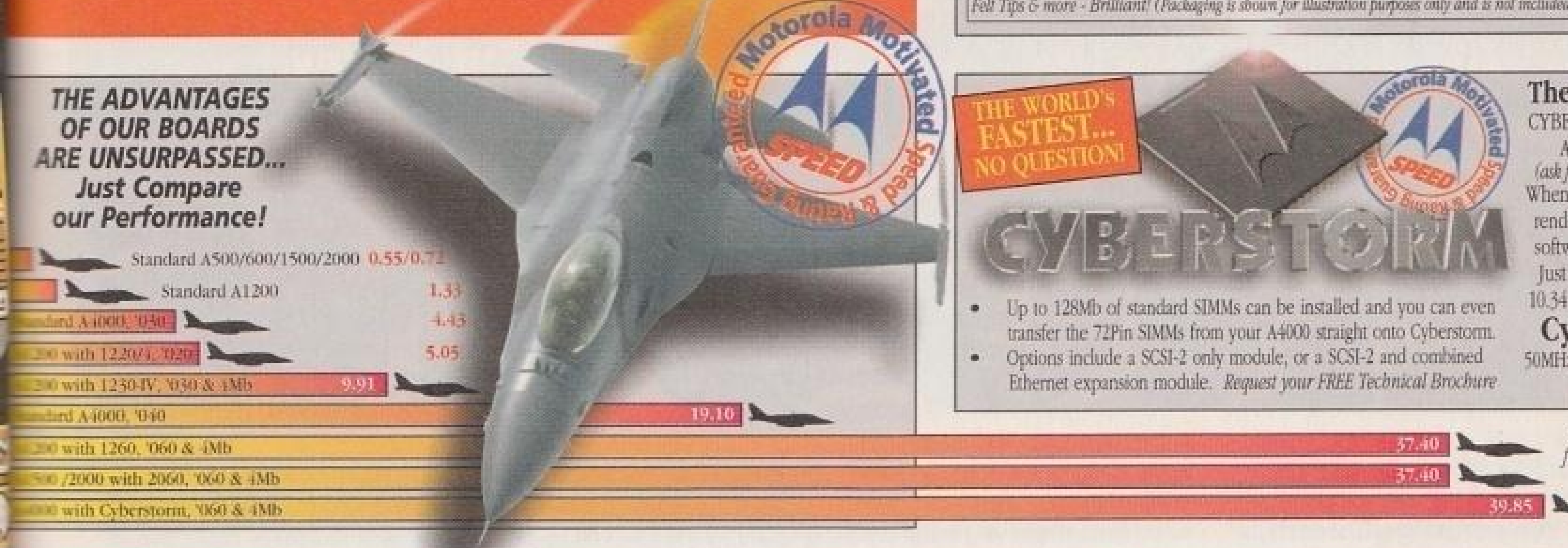
64–BIT ENGINE A3000/4000 24-BIT COLOUR ACCELERATED GRAPHICS CARD. For all Zorro-3 Amigas, this 64-Bit high speed graphics engine/blitter offers up to 1600 x 1200 pixels in 8-Bit colour or 1024 x 768 pixels in True 24-Bit Colour, with 2Mb of display memory (4Mb user upgradeable).

Cybervision 64... 2Mb - £329.95 4Mb - £439.95

Request your FREE Technical Brochure

FREE PhotoGenics LITE...Powerful software for image manipulation - the ULTIMATE 24-bit graphics package for A3000 or A4000! Includes 27 effects for processing photos/images such as Emboss, Solarize, Texturize, Add Noise etc. as well as Paint Tools inc. Chalk Pastels, Crayon, Felt Tips & more - Brilliant! (Packaging is shown for illustration purposes only and is not included)

THE ADVANTAGES OF OUR BOARDS ARE UNSURPASSED... Just Compare our Performance!



Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).

THE WORLD'S FASTEST... NO QUESTION!

CYBERSTORM

- Up to 128Mb of standard SIMMs can be installed and you can even transfer the 72Pin SIMMs from your A4000 straight onto Cyberstorm.
- Options include a SCSI-2 only module, or a SCSI-2 and combined Ethernet expansion module. *Request your FREE Technical Brochure*

The World's Fastest Amiga!

CYBERSTORM - THE FIRST FULL 68060 ACCELERATOR FOR THE A4000 *(ask for details about A3000 compatibility too).* When Cyberstorm, a 50MHz 68060 board, renders a test graphic with Imagine 2.0 software, the processing time is FAST... Just 2.45 minutes - Compare this with 10.34 mins on a standard A4000 '040/25!

Cyberstorm 68060/50
50MHz 68060, 0Mb (Expandable to 128Mb)
£PHONE!

BLIZZARD 1220/4

28MHz 68EC020 A1200 TURBO 4Mb, 32-Bit RAM Expandable to 8Mb

lti award-winning BLIZZARD 1220/4 4Mb TURBO
fers by far the best price/performance ratio of A1200 32-Bit RAM expansion on the market orporating everything a good memory board ould - such as a Real Time Clock, RAM andability, optional FPU etc. With its orola Processor running the 32-Bit T RAM at an amazing 28MHz, the 4 has broken all the barriers! eck the facts for yourself and fit the BEST iga A1200 68EC020 Turbo Memory board available.

- Integrated 28MHz 68EC020 Clock Speed Doubler for up to 300% overall performance increase
- Factory Installed & Tested 4Mb 32-Bit FAST RAM
- Expandable to 8Mb with Blizzard Add-4 Board
- Integrated Battery Backed Real Time Clock
- Easy Trapdoor Installation
- Can be disabled in situ for full games compatibility

220/4 Turbo 28MHz 68EC020 32-Bit Fast RAM (Expandable to 8Mb)	£199.95
dd-4 Board - extra 4Mb for 1220/4 32-Bit Fast RAM add-on	£169.95
otorola Maths Co-processors 882 PLCC type FPU, 25/33MHz	£Call

THE AWARD WINNING A1200 RAM EXPANSION!

BLIZZARD 1230-IV

NEW...

50MHz 68030 A1200 TURBO ACCELERATOR - 0Mb Expandable to 128Mb

The Blizzard 1230-IV Turbo Accelerator Memory Board is the successor to the market leading 1230-III and the highest performing 68030 accelerator available for the A1200! Not only has there been an INCREASE in specification, but also a DECREASE IN PRICE! With its 50MHz 68030 and MMU, the new 1230-IV offers EVEN MORE for LESS! With a SysInfo rating of 9.91 (using a 60 Nanosecond SIMM) you can see the 1230-IV is **very** fast - a performance gain of up to 500% is achieved! Options via its Fast Expansion Bus include Modules such as a SCSI-2 Controller. An industry standard SIMM socket provides for up to 128Mb of auto-configuring 32-Bit FAST RAM (or 256Mb with the SCSI-2 option including its extra SIMM socket).

- Easy Trapdoor Installation
- Battery Backed Self Recharge Real Time Clock
- High Performance DMA Expansion with Full 32-Bit wide DMA
- 68030 may be disabled with a Simple Keystroke on Boot Up allowing Full Games Compatibility - Even Badly Programed, Older Software!
- PGA FPU Socket allowing Optional 50MHz, 68882 FPU

1230-IV Turbo 50MHz 68030 & MMU 0Mb 32-Bit Fast RAM (Expandable to 128Mb) NEW... LOWER PRICE	£179.95
4Mb SIMM RAM Expansion (Fast 60 Nanosecond) 32-Bit, 72 pin (*Call for Larger SIMM prices*)	£134.95
Motorola Maths Co-processor 68882 PGA type FPU, 50MHz	£99.95
SCSI-2 Module[1] for 1230-IV Turbo (With additional 128Mb SIMM socket)	£89.95

THE WORLD's FASTEST A1200 '030 ACCELERATOR!

NEW 68060 ACCELERATORS FOR THE AMIGA A1200, A1500 and A2000 RANGES

If you'd like to know how to make YOUR Amiga A1200, A1500 or A2000 as fast as any Amiga can be... ask for our free brochure which shows you how!

Blizzard products have always been at the forefront of the Amiga accelerator market and we were the first to launch 68060 boards with the amazing performance they bring. Since that launch, there have been shortages of 68060 Motorola CPUs and production output has fluctuated. Although supplies of these chips were expected to be fully on line by now, Motorola cannot meet the demand. We are assured however that by the early part of 1996 Motorola will be in a position to fulfil the market's needs and hence, Blizzard product delays (which are beyond our control) should disappear. Until then you may well ask...

Should I be tempted to buy on '040 instead?

Well, when the Blizzard '060s can be **Two or Three** times as fast yet cost as little as 25% more, why buy an '040 which offers a far lower price to performance ratio! When we considered the possibility of producing an "interim '040", we decided it was not a product worthy of development. The facts are simple, if YOU want the **FASTEST** Amiga, a 68060 is the ONLY way. Maybe you should think about reserving a Blizzard 1260 or 2060 now - stocks are bound to be limited when the mighty 68060 returns! A small wait now, but an '040 will always keep your Amiga waiting longer!

NEW... BLIZZARD 1260

1260 Turbo[1]
For the Amiga 1200s
50MHz 68060 & MMU
0Mb 32-Bit Fast RAM,
Expandable to 64Mb
£599.95

NEW... BLIZZARD 2060

2060 Turbo[1]
For Amiga 1500/2000s
50MHz 68060 & MMU
0Mb 32-Bit Fast RAM
(Expandable to 128Mb)
£699.95

All Blizzard and Cyberstorm products use brand new MOTOROLA 680X0 series processors (not second hand as in some of our competitors' boards). They always run **WITHIN** the electrical timing specification laid down by Motorola to prevent any possible overheating/reliability problems. When you pay for a new 50MHz CPU for example, that's exactly what you get - not a 40, 33 or even a 25MHz CPU "clocked" to 50MHz! Look out for the **MOTOROLA MOTIVATED** logo - your guarantee of our commitment to quality and reliability - **BEWARE** of "clocked" CPUs!

products have consistently achieved the highest magazine accolades and awards!
Shopper said "in short if you want the fastest Amiga in the World, you have no option."
***Amiga Computing** "...Amigas can now do anything Pentiums can"...9/10*
***Amiga Format** "...buy one as soon as you get chance" - 95% rating*

What the Magazines think...

1st Place Amiga Shopper Reader Awards

---

[1] *Available 1st Quarter '96*

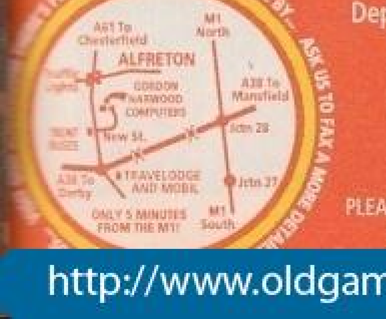
gordon harwood computers

the UK's favourite Amiga Dealer

GORDON HARWOOD COMPUTERS LIMITED
Dept: AMF/B5 NEW STREET, ALFRETON, DERBYSHIRE. DE55 7BP

Tel: 01 773 836781
Fax: 01 773 831040

PLEASE CALL TO CONFIRM AVAILABILITY BEFORE MAKING A LONG JOURNEY TO VISIT US. OUR OPENING TIMES ARE... Mon-Sat, 9am until 5pm



BY PHONE: Simply call our order line. We accept VISA, Mastercard, Access, Switch, Connect, Delta AMEX and Lombard Creditcharge (most 'store cards' are Lombard eg. Dixons, Currys etc).

BY POST or FAX: Include your name, address and daytime phone number plus order details. If charging a credit/debit card include... number and expiry date (also issue number with Switch cards). Make Cheques (allow 7 days clearance prior to despatch), Bankers/Building Society Drafts or Postal Orders payable to Gordon Harwood Computers

PRICES: Please remember to confirm prices in case you are looking at an 'old' magazine. Prices can change (up or down) before the magazine's cover month has passed. Please confirm before sending orders by post.

DELIVERY: We ship promptly and offer delivery of all orders throughout Mainland UK & most products overseas. If your order is urgent we have priority despatch options with express delivery available.

EXPORT: Most items are available Worldwide, and at TAX FREE PRICES to non EC residents & overseas UK Armed Forces Personnel (with CO's document). Please call us for confirma

BUDGETS

"I'm going to wait until the midnight hour," sang The Jam. "And then sub-edit Paul's Budgets section," we add piteously. But in key.

PENGUINS

Runs on: A500, A600, A1200
Publisher: Scott Hayne (29 Argyle Road, Weymouth, Dorset, DT4 7LX)
Price: £7
Release: Out now

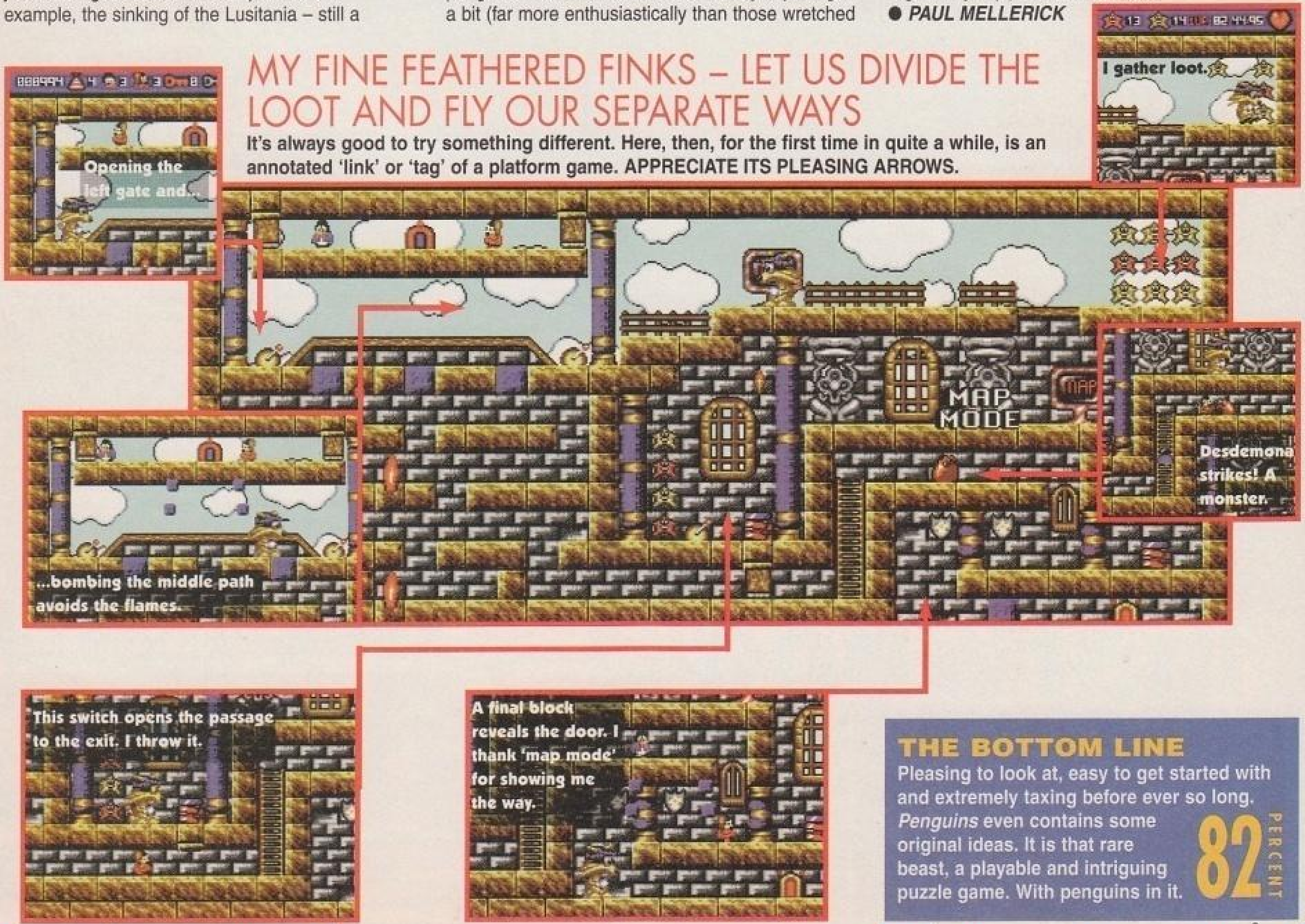
I'm still undecided as to exactly what I am. It's pretty obvious that the two little things that walk around non-stop needing me to guide them to the end of the level are penguins. (They certainly look like penguins and, after all, the game is called *Penguins*.) But as for the character I'm controlling, it could be a fox, a chicken or a mutant cross-breed new to the animal kingdom. I just can't figure it out. But compared to, for example, the sinking of the Lusitania – still a contentious issue after 78 years – it doesn't really matter. That much.

I have, however, made my mind up about the game itself and I like it. Its concept is not difficult to grasp (get the penguins to the exit), getting used to it is not a problem (the controls are appreciably smooth and responsive) and its sixty levels provide a more than adequate challenge.

The fun of the game comes from the two penguins having different powers. The blue one (let's call him Herbert) can carry keys and so open doors, while the red one (Desdemona perhaps. Yes. Desdemona) carries a huge club and so can batter monsters out of the way. You're still obliged to push blocks and throw switches to influence the penguins' movements, but at least they're joining in a bit (far more enthusiastically than those wretched lemmings, anyway) and, of course, you have to be careful to arrange things so that Herbert doesn't end up blundering into a monster's scaly grip.

The main problem comes in *Penguins*' unforgiving nature – if you go the wrong way at the beginning or throw the wrong switch, you've lost. (Except you can keep going until you realise that for yourself.) And the way you're invited to "Press Escape" when you've inadvertently killed a penguin (instead of, for example, the game ending automatically) is quietly annoying. But mental scar tissue quickly forms, and you nod agreeably as each new screen brings a new and usually comically misspelt hazard, and learn to use the 'map mode' to look before leaping (with, regrettably, 'up'). Recommended.

● ***PAUL MELLERICK***


Opening the left gate and...
I gather loot.
MAP MODE
Desdemona strikes! A monster.
...bombing the middle path avoids the flames.
This switch opens the passage to the exit. I throw it.
A final block reveals the door. I thank 'map mode' for showing me the way.

MY FINE FEATHERED FINKS – LET US DIVIDE THE LOOT AND FLY OUR SEPARATE WAYS

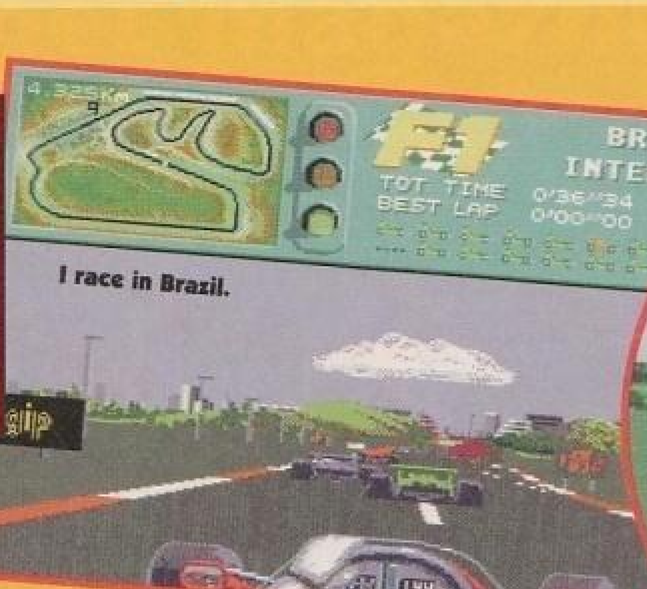
It's always good to try something different. Here, then, for the first time in quite a while, is an annotated 'link' or 'tag' of a platform game. APPRECIATE ITS PLEASING ARROWS.

THE BOTTOM LINE

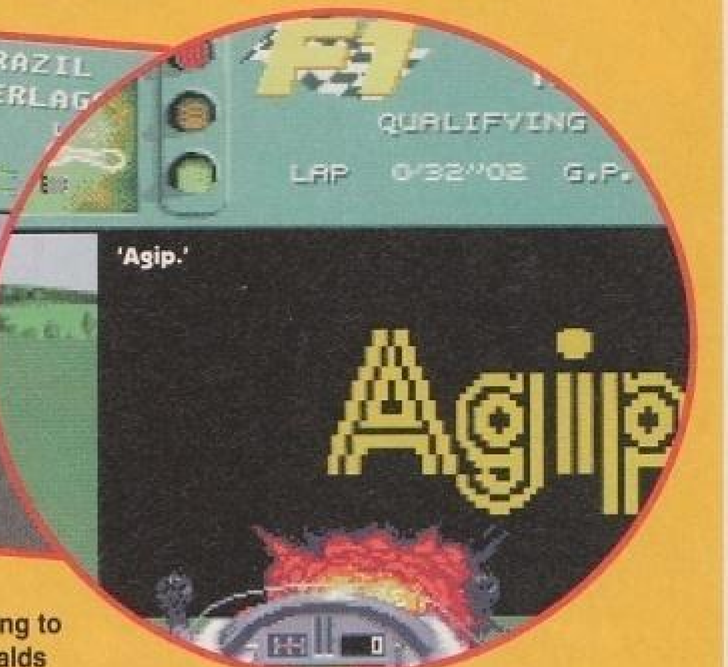
Pleasing to look at, easy to get started with and extremely taxing before ever so long. *Penguins* even contains some original ideas. It is that rare beast, a playable and intriguing puzzle game. With penguins in it.

82 PERCENT

F1



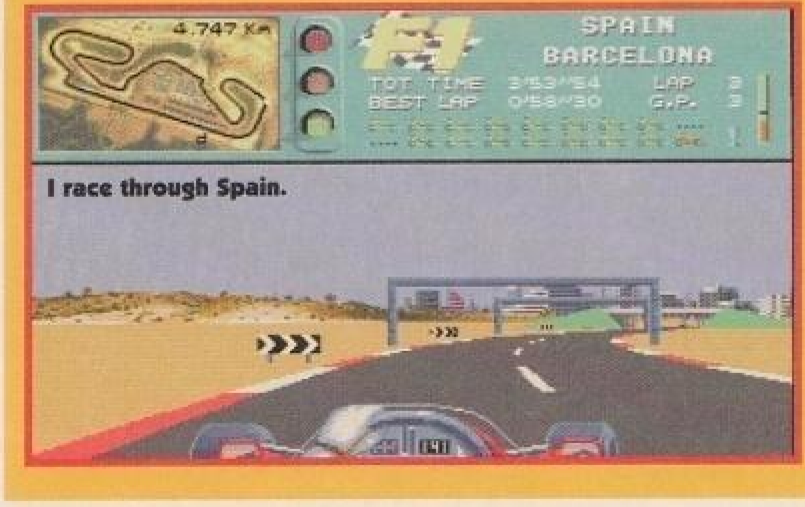
I race in Brazil.



'Agip.'

Runs on: A500, A600, A1200
Publisher: Powerplus
Price: £15
Release: Out now

Seemingly racing games are following me everywhere at the moment – even down to the 24-hour convenience mini-mart. *("The local corner shop," presumably. – Ed.)* I wouldn't wish to bore you with tales of my personal life, but if I hear one more computer-generated 'brrm-brrm' I'm going to lose it big time in a trip down to McDonalds with a couple of handguns sort of way.



I race through Spain.

Still, it could be worse, and *F1* is one of those crackingly good games that genuinely deserves a budget release. For the *F1*-uninitiated there's one thing you should know – it's bloody fast in a take a chicane at 160mph+ and have to make first the left then the right turns in less than half-a-second or lose a wheel sort of way. Even on an A500.

It's just as well, then, that you can smash up the car a little bit and get back in the race just losing a few (but valuable) seconds – although suddenly your tyres will go divoty and throw you into the 'game over' screen. (But it's not pretending to be anything other than a bare bones racer, so that's all right by me.) And just when you thought it wasn't going to get any better, the icing on the icy bun is the breathtakingly fast split-screen two-player mode. *F1* is great.

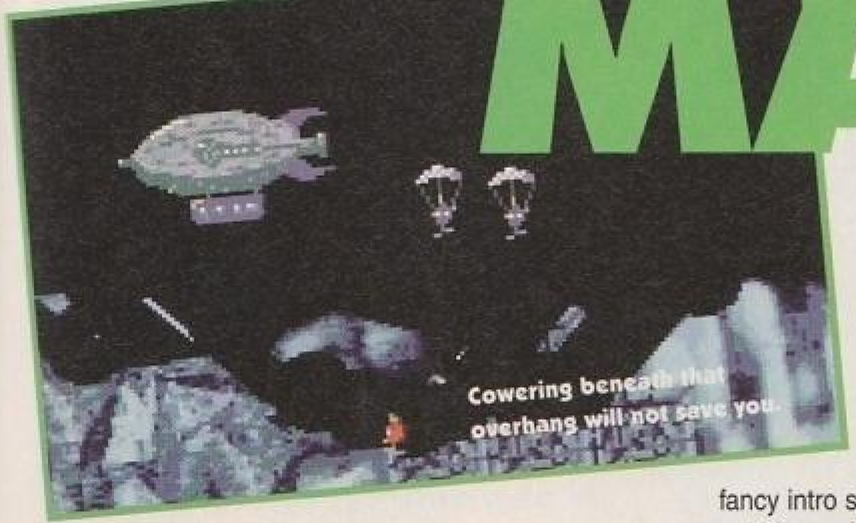
● *PAUL MELLERICK*

THE BOTTOM LINE

Okay, not as detailed as *F1 Grand Prix*, but it's not trying to be. *F1* is an all-time classic racer, and it's the game I'd rather play more than any other.

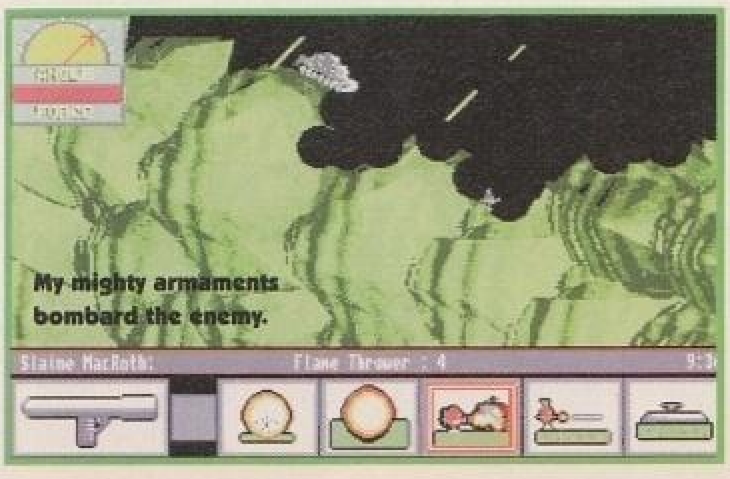
91 PERCENT

MASH V2



Cowering beneath that overhang will not save you.

Runs on: A500, A600, A1200
Publisher: Chris Gregan (Sheaf of Wheat, Dunboyne, Co Meath, Ireland)
Price: £7 (£6 with 2 blank disks)
Release: Out now

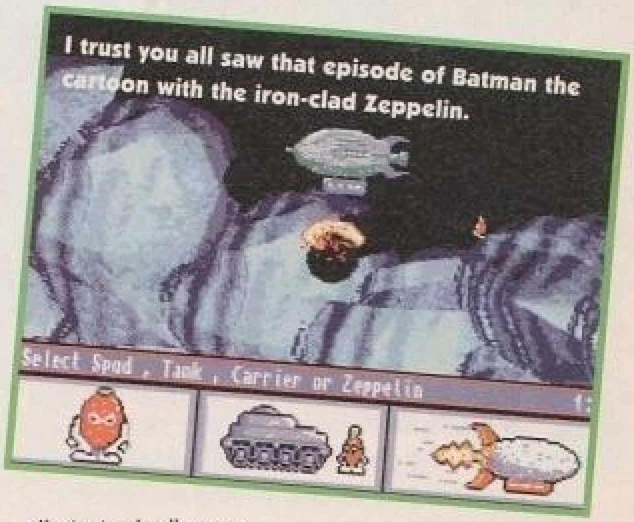


My mighty armaments bombard the enemy.

Not a sequel, oh no, this is a different version. I've seen the original lots of times because it kept getting sent in as a PD offering, but I didn't use it on the coverdisk because it's not that good. And apart from some fancy intro screens and an improved level of presentation we're talking the same basic game here. So I still don't like it.

Mash is best described as a tactical blow-'em-up in that the object of the game is to get to your opponent's base and blow it up. But while you're trying to get there, his spud (or tank, or whatever) is coming towards you with the same intention. Your choice: either avoid him, or TAKE HIM ON.

Okay, so you have an arsenal of different weapons for each vehicle, movement and firing is mouse-click simple, and there are even (wooo) tunnels and bridge-building involved, but it's all really boring. You're supposed to fiddle around with the angle and power of your shots (as in *Scorched Tanks* or the forthcoming *Worms*) but your opponent's movements are predictable and you can just build a big bridge over him and make a run for it. There's a split-screen two-player mode, but I find it all strategically one-dimensional and so utterly pointless.



I trust you all saw that episode of Batman the cartoon with the iron-clad Zeppelin.

(I liked it though. It's slicker than Scorched Tanks*, funnier and I preferred to face my opponent in honourable combat. And the two-player mode, with simultaneous movement and that, is a hoot. There you go, eh? – Jonathan.)*

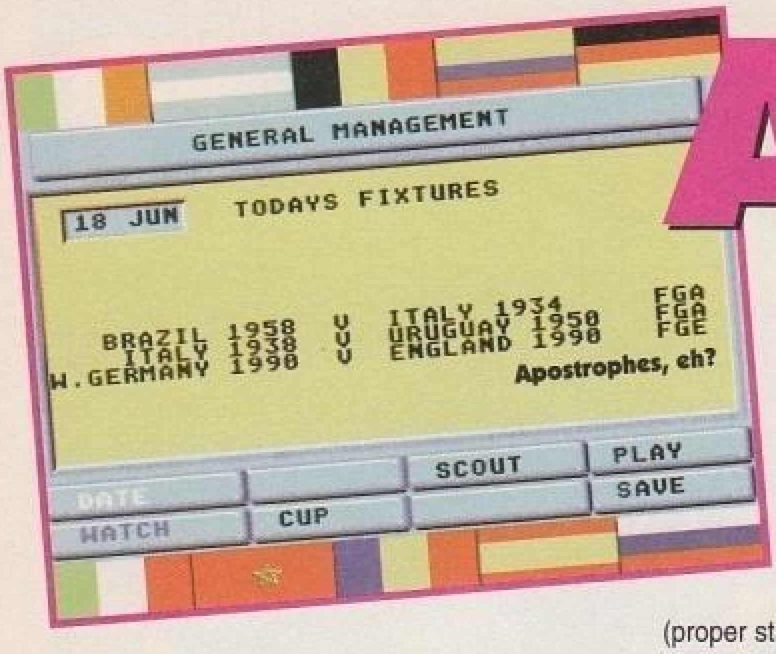
● *PAUL MELLERICK*

THE BOTTOM LINE

A fantastic amount of options to mess around with and a cool line-up of different explosions can't hide the fact *Mash* is just too simple (and easy) for words.

41 PERCENT

ALL-TIME GREATS



GENERAL MANAGEMENT

18 JUN TODAYS FIXTURES

BRAZIL 1958 V ITALY 1934 FGA
ITALY 1938 V URUGUAY 1950 FGA
W.GERMANY 1990 V ENGLAND 1990 FGE

Apostrophes, eh?

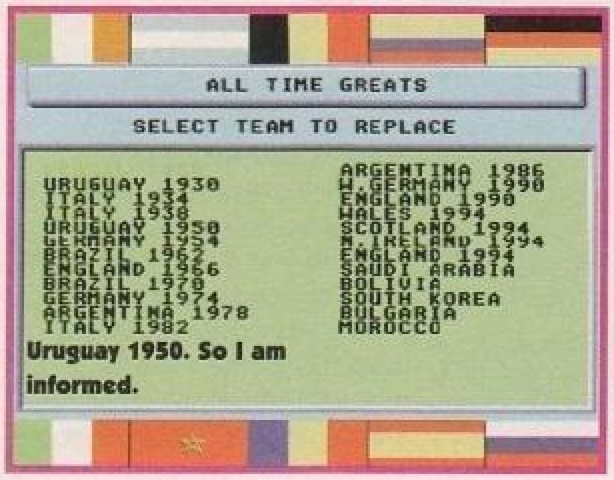
Runs on: A500, A600, A1200
Publisher: Summit
Price: £7
Release: Out now

It's an interesting prospect. As an avid football fan, the chance to watch the best teams of all time playing in the ultimate World Cup competition would be a thing of beauty. But this game – well, let's just say it's evidently less than beautiful.

All the right elements are in place – there are Virtual Football Squad™ representations of the best teams since the creation of the World Cup (England from 1966, Brazil from 1958 and Argentina from 1986 to name but three) and, thanks to the doddle of a control method, you can set up a competition replacing one of the teams that qualified for the 1994 World Cup with whichever all-time great (o-ho) team you fancy. Or play them all off against one another to see what happens. You know the drill.

But the complete lack of real detail (proper stats or team evaluations, for example) and the limited management scope of the game (you only control basic functions such as formation and tackling) make the game feel small and cheap.

It's thanks to the bland presentation (there's only so much green I can take) that the feeling of cheapness is aroused. It's supposed to be a joyous celebration of the cream of this century's footballing talent, for heaven's sake, but soon it trips over its shoddy market-bought bootlaces and falls flat on its poorly-drawn face.

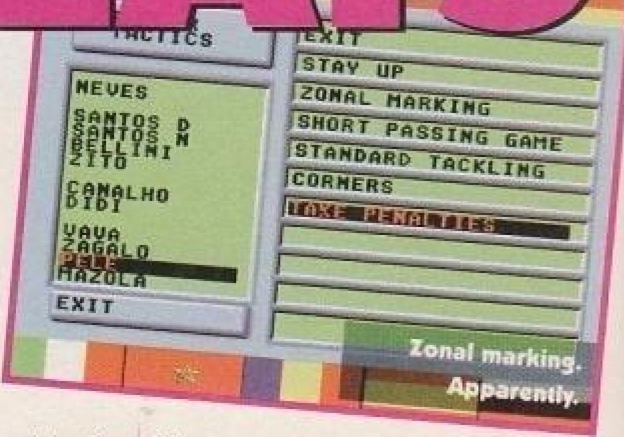


ALL TIME GREATS

SELECT TEAM TO REPLACE

URUGUAY 1930
ITALY 1934
ITALY 1938
URUGUAY 1950
GERMANY 1954
BRAZIL 1962
ENGLAND 1966
BRAZIL 1970
GERMANY 1974
ARGENTINA 1978
ITALY 1982
ARGENTINA 1986
W.GERMANY 1990
ENGLAND 1990
WALES 1994
SCOTLAND 1994
N.IRELAND 1994
ENGLAND 1994
SAUDI ARABIA
BOLIVIA
SOUTH KOREA
BULGARIA
MOROCCO

Uruguay 1950. So I am informed.



TACTICS

NEVES
SANTOS D
SANTOS N
BELLINI
ZITO
CANALHO
DIDI
VAVA
ZAGALO
PELE
MAZOLA
EXIT

EXIT
STAY UP
ZONAL MARKING
SHORT PASSING GAME
STANDARD TACKLING
CORNERS
TAKE PENALTIES

Zonal marking. Apparently.

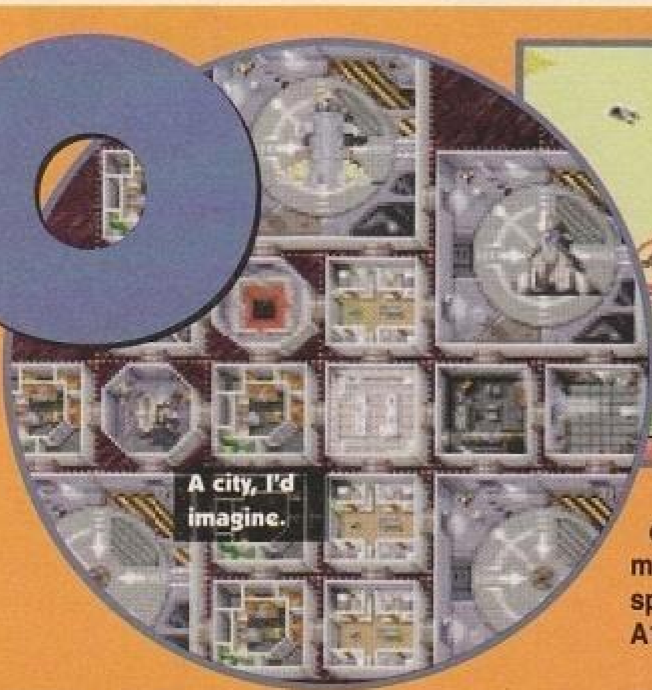
● *PAUL MELLERICK*

THE BOTTOM LINE

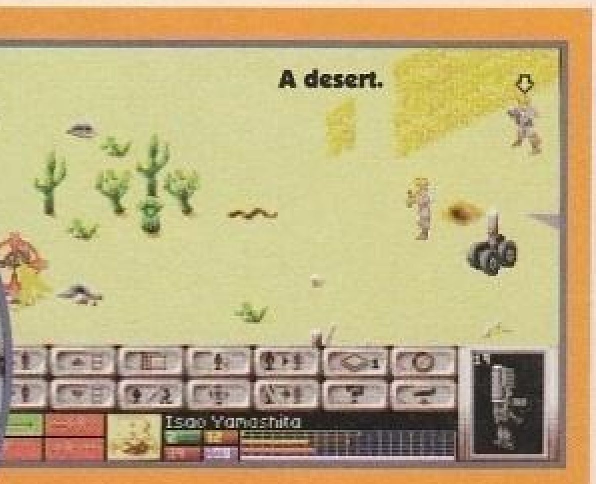
An intriguing proposition, but thanks to the remarkably shoddy presentation and a complete lack of depth *All-Time Greats* is a fatally flawed game.

35 PERCENT

UFO



A city, I'd imagine.



A desert.

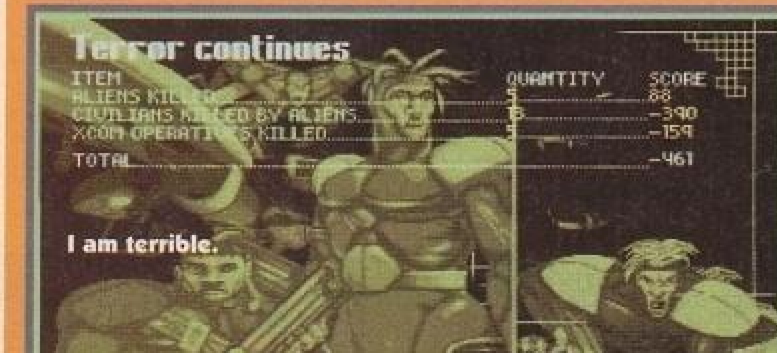
Runs on: A500, A600, A1200
Publisher: Powerplus
Price: £17
Release: Out now

Defend the world from alien attack, that's the plot of *UFO* – just like that terrible Gerry Anderson television programme. The practicalities involve setting up bases, buying equipment, recruiting people and masses of research and design – sort of like *Syndicate*, only with a conscience. Then you wait around for some action and go into a *Laser Squad*-inspired battle. Overall it's a good mix of styles with just the right amount of events to make things exciting but not too confusing. As, indeed, we said when reviewing it originally.

But strange things are afoot. This budget version is the A500 one, which we condemned as horribly slow. It still is, although obviously this is less of a problem if you're using an A1200. But you still have to put up with the incredibly frequent disk accessing, and you miss out on the more calmly-coloured graphics of the AGA-specific game. Perhaps Powerplus thought the A1200 version wouldn't sell. Or they forgot.

***UFO* is, indeed, excellent. But really only if you have an A1200 with a hard drive. It's passable on a hard drive-equipped A500 (though fearsomely sluggish) and if you haven't a hard drive at all you'd be well advised to pretend to be out when it calls.**

● *PAUL MELLERICK*



Terror continues

ITEM	QUANTITY	SCORE
ALIENS KIL	5	88
CIVILIANS K ED BY ALIENS	13	-390
XCOM OPERATI S KILLED	5	-159
TOTAL		-461

RATIN TERRIBLE

I am terrible.

THE BOTTOM LINE

A top-class clashing of styles from the brothers behind *Rebelstar*, *Laser Squad*, *Chaos* and, um, *UFO A1200*. Strongly recommended if you've the full kit (hence the big, big mark); I'd give it 70% for the A500 HD version and 30% if you're playing from disks.

85 PERCENT

the internet magazine

.net

Special half-price offer!

Schizoid!

The Internet: a powerful force for good or the devil digitally incarnate? It's make your mind up time!

Choose the right modem
Twenty 28,800 models reviewed and rated

Get on-line with Windows 95
The simplest step-by-step guide ever

What do you mean the Net's a load of rubbish?
Internet sceptic Clifford Stoll explains himself

the internet magazine
.net
Issue 13 £3
on sale Thursday
2 November

Future
PUBLISHING
Your guarantee of
Internet without tears

SPECIAL HALF-PRICE OFFER

3 trial issues for only £4.50

- Save £1.50 an issue on the cover price
- Each issue delivered free to your home

Title (Mr/Mrs/Miss/Ms) ....Initials ....Surname..
Address...
....Postcode ....
Daytime telephone ....

I would like to pay by
☐ Cheque (payable to Future Publishing) ☐ Visa ☐ Access

Card number...Expiry date ....
Date ....Signature..................................

Please tick if you would prefer not to receive notice of any special offers or new products ☐
This offer is only available to readers in the UK

Offer closes 31 December 1995
Return to: **.net Subscriptions,**

PD

It's uncalled for. It's gratuitous. But it looks nice. It's amazing how similar the Top 25 PD games and Paul Mellerick actually are.

WHERE? HOW MUCH?

We'd like to take this opportunity to thank, and appreciate fully, the following: F1 Licenceware who can be contacted on (01392) 493580, OnLine PD whose number is (01704) 834335, Sadeness PD who can be reached on (01263) 722169 and 17 Bit Software who you can speak to if you ring them on (01924) 366982.

It's been a while since we were brave enough to stick our heads on the chopping block of criticism and risk all. But the truth must be told. And in my version of the truth, for there is more than one tale to be spoken, this is what I feel to be the best. PD games. Ever.

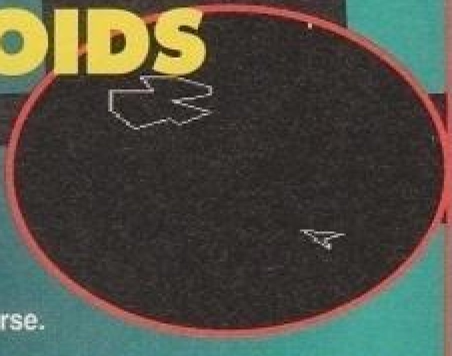
1 GRAVITY FORCE 2

Oh c'mon, like you were expecting something else! We've harped on about the virtues of this game too many times already. Truly, it is the most playable two-player game programmed by human beings ever in the history of all things.

2 DEFENDER

A top-class original arcade coin-op that, thanks to lots of attention to detail, loses nothing in being transferred to the Amiga. Everyone, and I mean everyone, should play this. Now.

3 ASTEROIDS

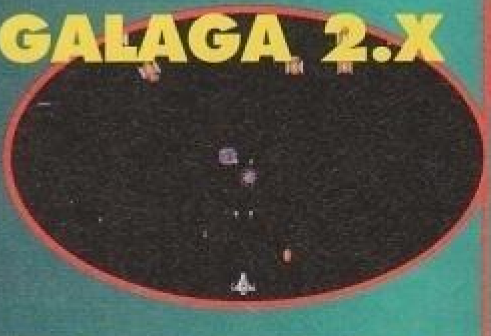


Stay tuned to see just how many times I can say "arcade conversion", "simple," "effective" and "addictive" in this PD round-up. *Asteroids* is a simple, effective and addictive arcade conversion. Believe me, that could have been worse.

4 LLAMATRON

Look. I'm mad me. I have long hair. And I like llamas. Luckily, Jeff Minter redeems himself because his llama-based shoot-'em-up is intense, frantic and lots (and lots) of fun to play. What will he do next? *(Get a haircut? – Old Soldier Ed.)*

5 DELUXE GALAGA 2.X



Whatever version you get hold of (I've lost count what number they're up to), you're in for possibly the best in true arcade coin-op shoot-'em-up action. With no added salt or sugar.

6 INFECTION

Simple and incredibly time-consuming. Infecting the most squares against three opponents (human or computer controlled) may sound easy and indeed a bit boring. The reality is so far removed it's immeasurable. The Diseased Game of Champions, and on AP49's coverdisk.

7 DELUXE PACMAN

Maybe you should be wary of games that try to bring new ideas and looks to classic oldies. But then again, if they all turn out like this, maybe you shouldn't judge a game by its name and just play it instead.

8 R3

Doomed to be tagged 'the one-player *Gravity Force*', *R3* (which we had on the AP54 coverdisk) is more. MUCH MORE. Yes, it's a puzzling one-player Thrust-type game, but don't forget the two-player co-operative and Dogfight modes either. Okay?

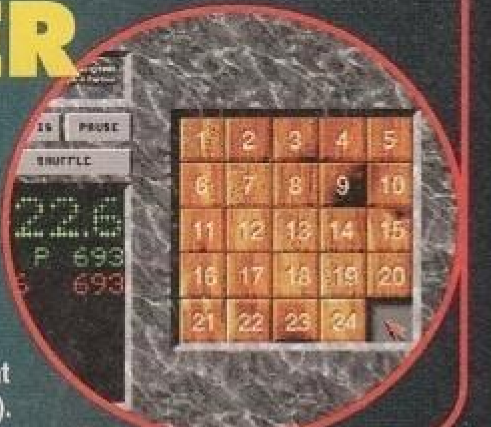
9 Q-BIC

More old-fashioned arcade coin-op conversion malarkey. And although we're always looking for new ideas and new challenges, sometimes you just can't beat simple jumpy puzzley action. Nostalgia is a dangerous thing. *(Just ask Miss Haversham. – Ed.)*

10 VIPER

Aah, simplicity is the key here. Just three coloured lines, all drawing on the screen. Now if you bump into a line, even your own, you've lost. And you don't want to do that, now do you. Incredibly addictive. Honest. *(It's Tron Light Cycles, isn't it? – Ed.)*

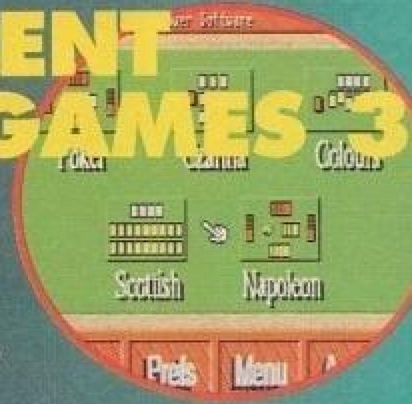
11 SLIDER



So good, we put it on last month's coverdisk. It's a computer version of those slidy plastic puzzles with one piece missing (designed for rainy days). Only *Slider* benefits from dozens of options such as solving the puzzle for you (useful) and making the puzzle unsolvable (not at all useful, and stylishly inexplicable).

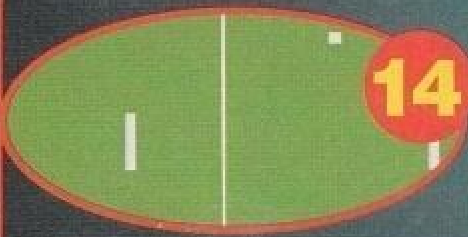
12 ERIK

If you follow the bouncy, vertically scrolling, platformy jumping approach that *Rainbow Islands* took, and add a silly looking Viking, some springing balls and a shop to buy new weapons in, then you're bound to end up with something a bit special. It is true.



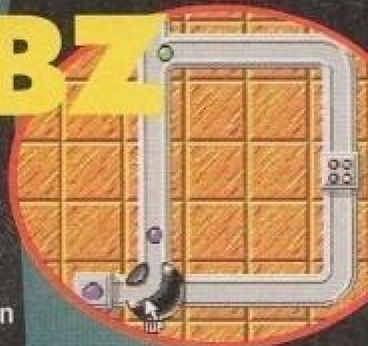
13 EXCELLENT CARD GAMES 3

So you don't get to play for real money – so what? Any game that offers three very different solitaire (or patience) games as well as an extremely capable version of poker, and makes everything fun and easy to play, gets my vote.



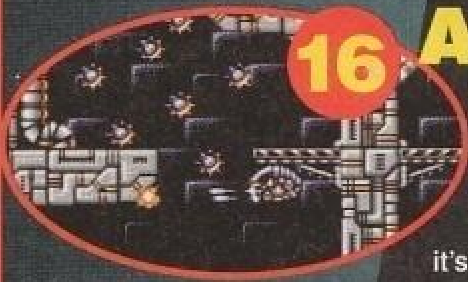
14 PONG

Pong.



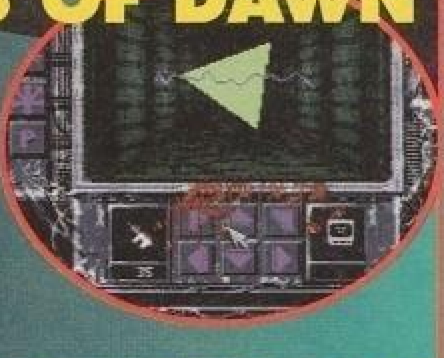
15 TOOBZ

Another coverdisk game (this time from AP49), and a variant of that old railway game where you rotated pieces to complete a track. Here you rotate pieces to complete a track, but it is a ball and not a train. An important distinction.



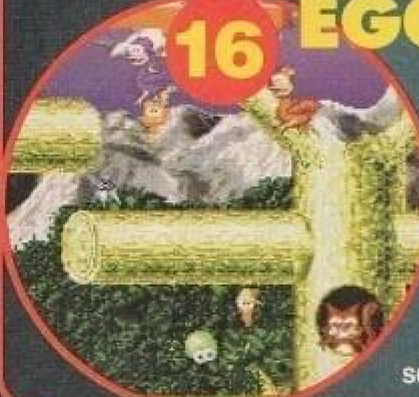
16 AQUANAUT

This game is aesthetically pleasing and while that's not very important, I do really like the futuristic graphics. I'm not completely sure why, but I think it's because they seem convincing.



17 LEGIONS OF DAWN

Loath as I am to even play anything that could be remotely described in the loosest possible terms as vaguely approaching a role playing game, this, thanks to its easy-to-use set-up and spooky graphics, manages to be atmospheric and engaging at the same time. I like it.



16 EGG SCRAMBLE

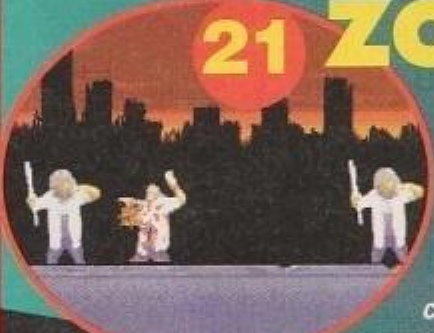
There're a couple of manic and wacky games in this Top 25, but for sheer spaced-out silliness, nothing comes close to *Egg Scramble*. You're a chicken, and as such it's your job to collect eggs and put them in your nest. Only there's another chicken, and he wants the eggs as well. And there are bonuses which make the screen turn upside-down. Yes.

19 SUPER OBLITERATOR

It's really quite amazing how many of these titles have appeared on the coverdisk. This *Pang*-type game, only better, was on AP38. Just goes to show how fabby our coverdisks are, doesn't it? And did you know that I'm in charge of putting them together? It's quite a difficult task.

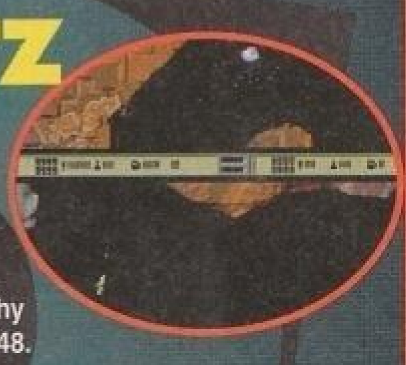
20 SPRINGTIME

It's extremely rare that you'll come across a game doing anything new. In this list, for example. But – phew – here comes *Springtime*. It's a puzzle/maze game, except you flip bits of the maze in 3D. A new idea, well done, and excellent.



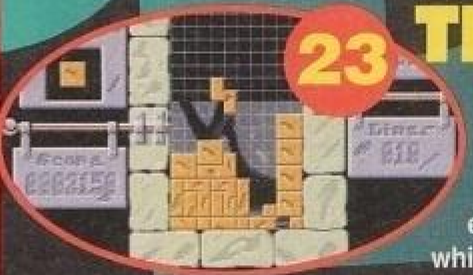
21 ZOMBIES 2

Disgusting. Repulsive. It's Dawn of the Dead meets Operation Wolf. And if you're unsure of either of those references then a) go to the Horror section in any good video shop *(Making sure you're 18 or over, of course. – Legal Ed)* or b) visit any arcade with one those cabinets with a gun it. *(Making sure the gun isn't real, of course. – Legal Ed.)* You're sure to have a good time. And with this as well.



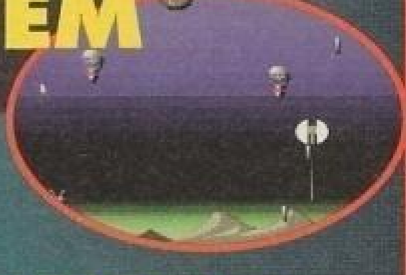
22 ROCKETZ

Up there with the best of the zooming-around-but-don't-forget-that-thing-called-inertia games, this introduces Good Graphics into the equation. Ray-traced they are, and everything. Faster and more difficult than, say, *Gravity Force 2*, this is a worthy game in its own right. And it was on AP48.



23 TETRIS PRO

Most versions of *Tetris* are terrible, but there are some that capture the furious intensity of the original. Like this one. It's even got loads of extra little bits which I can't remember just now.



24 BLAST 'EM

Malarkey. Wibble. Quirky. Droopy. These are just a few of the words which make my life interesting. But you'll never know why. Good, fast little shoot-'em-up, by the way.

25 PSSST

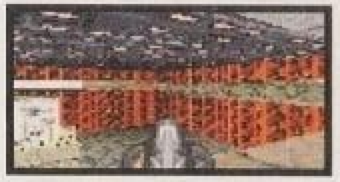
Although this breaks the golden rule of not being an old Speccy game by being an old Speccy game, it gets away with it because it's not a straight conversion. *Pssst* has been updated, improved, made colourful and yet retains the manic action that made the original a (and I really hate to use this word, but I have to) classic.

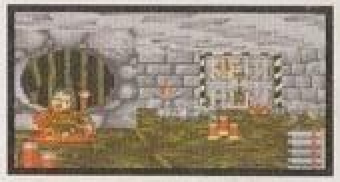
POINTS OF VIEW

Honesty may be dear bought, but can never be an ill pennyworth. Which is good to know, eh, readers?

SUPER TENNIS CHAMPS

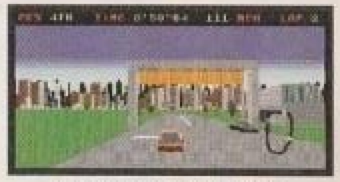
COALA


ALIEN BREED 3D


CITADEL

DUNGEON MASTER 2

TENNIS CHAMPS


LEADING LAP

	SUPER TENNIS CHAMPS	COALA	ALIEN BREED 3D	CITADEL	DUNGEON MASTER 2	TENNIS CHAMPS	LEADING LAP
CAM WINSTANLEY	Wikkkeeeed! ★★★★	Kickin'! ★★★★	Bonjo! ★★★★	Spiggy! ★★★★	Top-hole! ★★★★	3D6+2! ★★★★	Slaaaatah!
MARTIN AXFORD	Lemon meringue pie ★★★★★	Plum crumble ★★★	Apple pie and custard ★★★	Haven't played it	Semolina ★	Fresh fruit salad ★★★★	No really, I couldn't
JONATHAN NASH	March of the Mighty Ones ★★★★★	Kia-Ora, more like ★★★	Hurrah ★★★★	Curses. Foiled again ★★★	Haven't played it	"Nice shot," I believe ★★★★	See page 80
SUE HUNTLEY	Super, smashing, great ★★★★★	Yuk! It's a flight sim ★★	Not bad ★★★	Bad ★★	Haven't played it	Deucey ★★★★	Maybe Paul has it
RED RUM	And they're off ★★★★★	And he's over The Chair ★★★★★	And he's cleared The Stile ★★★★★	And he's over Beecher's Brook ★★★★★	And he's dead ★★★★★		Miaow

NEXT MONTH

ON SALE 21ST DECEMBER

DO YOU LOVE ANYONE ENOUGH TO...

Buy them a copy of AMIGA POWER for Christmas? Get your loved ones in a party mood on St Nick's day with the next issue of AP – featuring reviews of *Leading Lap*, *Speris Legacy*, *Team*, *Thomas the Tank Engine Pinball* and *Tracksuit Manager 2*. It would be rude not to.

WREAK HAVOC UPON AMIGA POWER

BY WINNING A DAY OUT GO-KARTING AND TEN COPIES OF VIRTUAL KARTING

As we mighty beings of the rapidly diminishing hesiodic theogony that is AMIGA POWER sit atop our mist-enshrouded crag idly peeling grapes and spitting the pits with nonchalant accuracy at Korean airliners, we have become aware of an aura of envy emanating from the planet below. Listen to our special radio with the big wire as we attune to the WAVELENGTH OF YOUR MINDS.

"Squeee... bzzzzz.... they think they're so smart. They're not so smart."

"Fizz-z-z-z... pop... no game gets more than 46%. What kind of attitude is that?"

"Beep beep beeeep... they're out to get me! They're out to get me, I tell you!"

"Kibble kibble kibble... anyone could do that. I could do that."

Such are the thoughts we receive all the time. They do not bother us, for we are mighty.

EXTRACT SPECTACULAR REVENGE

Nevertheless, envy is unhealthy. That is why we offer one reader the chance to EXTRACT SPECTACULAR REVENGE for slights real or imagined by joining AMIGA POWER at a go-kart racing track and racing against us. In go-karts. For a day, with jellies and things, courtesy of OTM, the people behind last month's frankly incredible 80%-er *Virtual Karting A1200*. There are, as you'd expect, ten runners-up prizes of the game itself.

Here, then, is your chance to batter at us from behind with half-a-ton of metal in an attempt to make us EAT TYRE. (Or race sportingly and shake hands at the end, of course.) We remain confident of our ability to remain safely out of reach in the lead, but reserve the right to sideswipe you a bit in return, or possibly to drive off the first bend at top speed into a hoarding. For a joke.

But first, this is what you must do.

MAKE INFLAMMATORY COMMENTS

We, your friends, whom you hate and want to make EAT TYRE, wish only to help you disperse those negative emotions in a manner similar to Pearl and Harry in that particularly disturbing episode of New Mighty Mouse. Convince us, therefore, of your qualifications to harass we mighty beings by writing upon the back of a postcard the exact member of AP (past or present; the kart-team we have selected to uphold our honour has already been set, but we'll keep it a secret to preserve the illusion of your being in control) you want to make EAT TYRE and why. We shall dismiss out-and-out abuse with the lofty disdain it deserves: the cleverer your reasons, the better we'll like it. Perhaps you could use sarcasm. Whatever, we must insist you use a green biro to write your entry just to give that extra edge of annoyance after you've spent a whole Saturday tracking one down.

Once you have chosen your opponent and composed your reasons, and (we fear we must insist) read the legal bit up there, send your postcard with your name and address to, A Hit, Sir, A Palpable Hit. You Rotten Swine You, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive before December 31st.

IMPORTANT LEGAL BIT

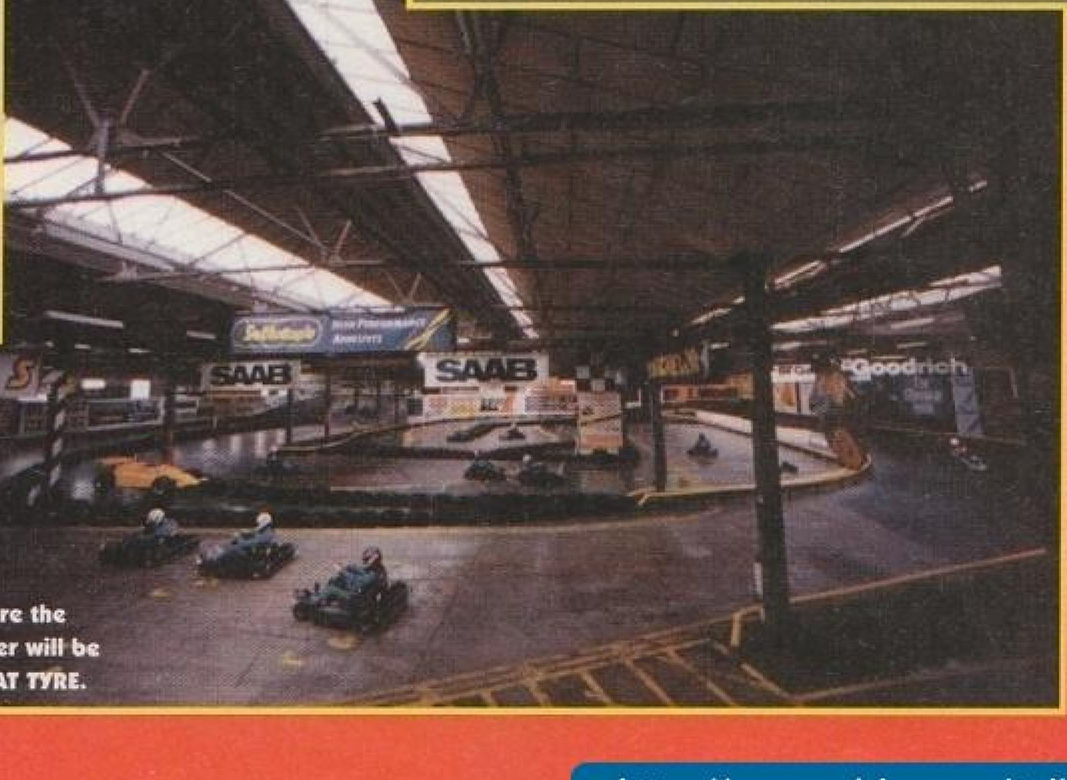
Because go-karts are, essentially, small cars, The Law says you must be 14 or over to drive one. (They're probably concerned you couldn't reach the pedals and would therefore be at a distinct disadvantage. Good old The Law.) It is therefore VITAL that you include your phone number so we can call and check you're not a portly six, or something. Naturally, should you win but find yourself too young, we'll send you some other good stuff instead.

30
TIME
3rd
POSITION
GEAR:4
82 Km/h

Not so fast sinister fiend – YOU HAVE MY CHEESE.

37
TIME
3rd
POSITION
LAP 1=28"60
LAP 2=28"94
LAP 3=18"36
GEAR:4
42 Km/h
27

That's Paul Mellerick in front. Well, are you going to brake or not?



This is where the lucky winner will be made to EAT TYRE.

THE RULES

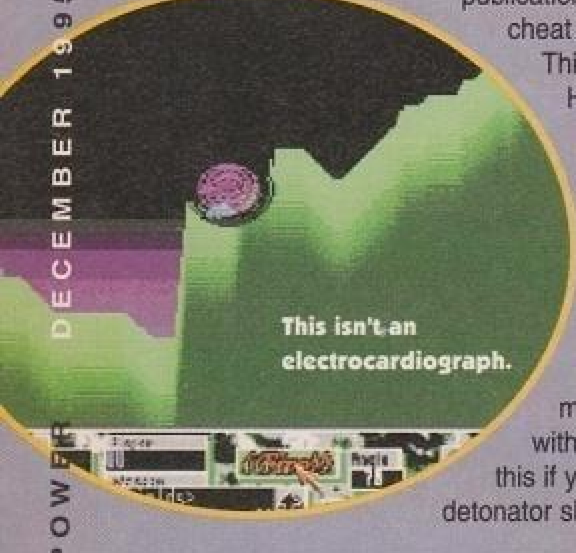
1. Future and OTM staff don't count.
2. Neither do Team 17.
3. Or Alternative.
4. Or entries arriving after 1995.
5. Or anyone's decision but the properly-elected representative of the anarchic collective that is AMIGA POWER.

COMPLETE CONTROL

Suns set, moons rise, days pass, Amiga games are released (occasionally) but AP's resident tip maestro is in residence no longer. Springing merrily into Rich's smoking boots with all the vim and vigour which characterises Team 4.5's finest we see a new Tipmeister. Surrounded by Rich's ageing flaky skin, a new regime begins where cheap puerility will be swept away before the face of intelligent comment. So now will you please put your hands together for your host tonight, C-MONSTER!

SCORCHED TANKS

(Michael Welch)



This isn't an electrocardiograph.

A fine game which has graced the cover of our publication (AP41), swiftly paired with a handy cheat from windmill-builder Con Handberhen. This man wins the C-Monster 'Worse Handwriting of the Month' prize. He will shortly receive an exclusive set of edible wax crayons.

"Purchase some extinguisher shields and a five-shot, then fire at ninety degrees with power one and your shields will extinguish the five-shot. In your next turn you will have FIVE five-shots. You can do this as many times as you want and also works with three-shots and timewarps. Don't do this if you're standing close to a tank with detonator shields or your tank will get smashed in."

10 PAGES OF PREMIUM PLAYING TIPS START HERE

Amazon Queen 52-55
ATR 48
A-Train 48
Fears 57
Gloom 50-51
K240 49
PGA Golf. 49
Ruff and Tumble 48
Scorched Tanks 48
Wizkid & Future Wars .57

ATR

Just who did buy this?

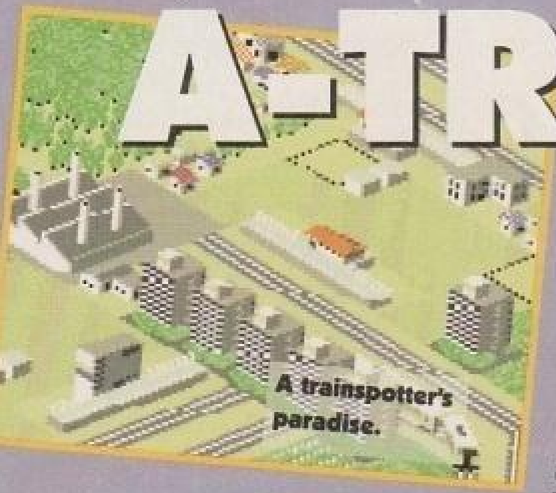
(Team 17)

A bit of a curious one this. We would hope that none of our beloved readership would have bought this after the maiming it received from our review team. If you did then you truly deserve to be in the damp, unhappy place you find yourself. On the other hand if you disobeyed us in a fleeting moment of madness (and you promise not to do it again) I suppose we should offer you a metaphorical hand to help you through your ordeal. All in all it's a good job that Josie De'Rossigner of Bath chose to deliver her hint to the warm confines of the AP office this month. Josie, without without wishing to draw attention to your unusual surname, thank you.

"All that's required is to select battle mode then swiftly choose forest world. Skip to track two and enter the race in a formula car. Player two must abandon their pride momentarily and allow the primary player to win all the races. The reward of their magnanimity upon return to the title screen is the selectability of space world."

A different tip by the seemingly ever-present Cockney Tipsmeister Toby Turner, who gleefully informs us how to play all levels in two player mode: "Reach the level in one-player mode first, then lose the race. If you then enter your name as 'ATR' this will allow selectability of all levels in two-player mode."

A-TRAIN



A trainspotter's paradise.

(Hit Squad)

One of the primary problems with a decentralised railway industry is that it's purely fed by the free market, thus leading to the rapid use of all available monetary funds. This is accurately simulated in top train sim *A-Train* whereby "running out of cash" causes the rapid expansion of your mighty locomotive tracks to cease. BUT according to my friend (and now yours), Toby Turner, by typing CHEATERCHEATERWIMP on the main screen (with caps lock on) and then Return you will gain a swift cash injection of $1,000,000 plus a considerable splash of building materials. Toby, you are truly a one and only of Chesney Hawkes proportions.

RUFF AND TUMBLE

Contains a bowel-grindingly difficult level!

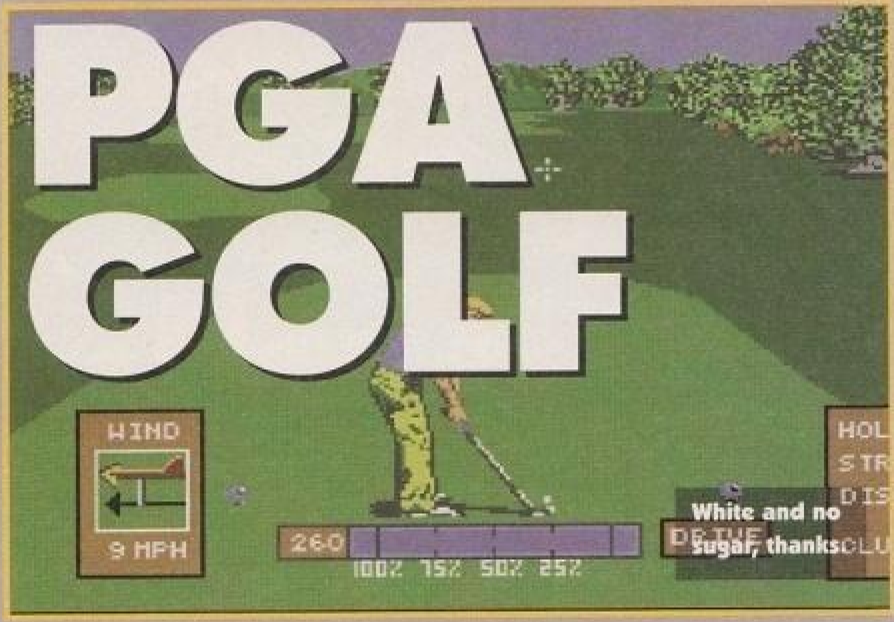
(Renegade)

Another game which has been around for a while and is equally renowned for its bowel-grinding difficulty level. Now, just for those players of an ability deficient nature, our heroes of the hour Daniel Winch and Stephen William have revealed a possible pathway to previously unattainable levels in the form of (as is the tradition in these pages) level codes. Which are printed. Here.

Level 2: 6581
Level 3: 3178
Level 4: 8392

Stephen William also gave the cheery hint "PLAY THE GAME MORE AND IMPROVE, YOU SKILLESS *("Top hats."– Ed),*" which I'm sure will be highly beneficial to all Complete Control readers. Though probably not.

PGA GOLF



White and no sugar, thanks.

(Ocean)

Is it just me who gets confused between the PGA (or Professional Golf Association) and a popular brand of tea-brewing devices, namely 'PG Tips'? Many a time have I been in the process of brewing a cuppa when I suddenly find myself smashing up my mum's best crockery with an eight iron. Here's Toby Turner (again), delivering his very own brand of *PG(A)* Tips.

"Just before you 'tee-off' on your first hole look through all the tournament statistics. The computer will muck up a lot of shots. If you do it after, the computer will start the next hole a long way behind you."

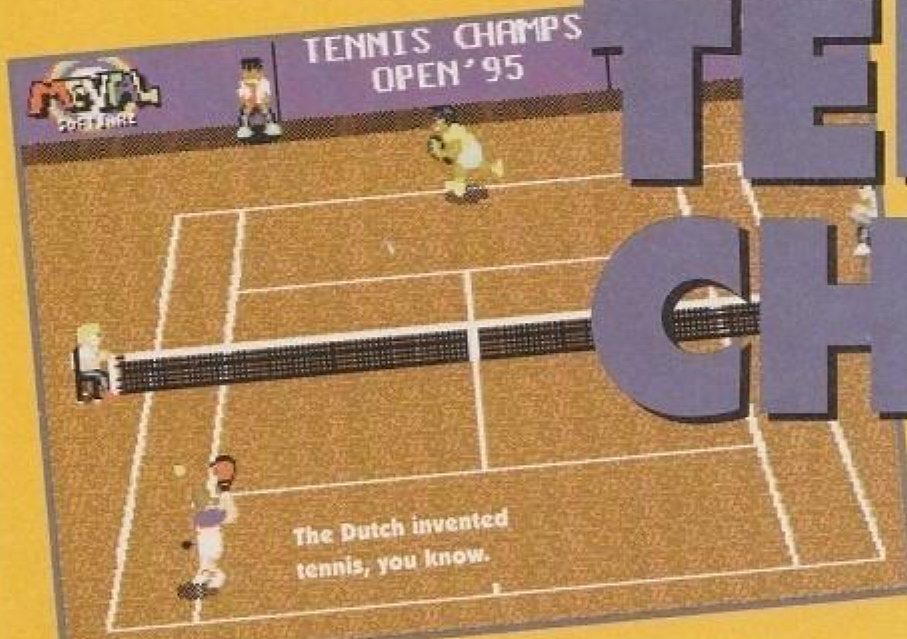
K240

(Gremlin)

A slightly old space-trading game can recover its youthful vigour by following this cheerful tip from (crivens) Toby: select to play a loaded game and when prompted to insert your very own saved game disk leave *K240* Disk 2 in the drive. Now stab at the left mouse button. This will reveal an option to load a saved game called "Babylon 5" in save slot one. Load this and a whole new world of especially spiteful and ichor-dripping aliens will be unleashed upon the budding intergalactic settler.

Amazing what you can do with stickle-bricks.

TENNIS CHAMPS



The Dutch invented tennis, you know.

(Mental Software)

Should any of you ever meet me you'll swiftly become aware that I'm not a particularly nice man. My ebony-clad heart is filled with loathing for all God's creatures who crawl upon this flea-ridden mudball under the Sun's harsh gaze, but I reserve a special hatred for two groups of individuals, namely golfers and tennis players. While I'll save the former group for another time, the latter strawberry-and-cream-covered middle-class-war country-club victims should be warned they're a dwindling race, thanks to the effervescent glee of our cover-mounted game, *Tennis Champs* (AP52). With tennis being the national game of the Dutch (apparently) it is fitting that Thijs Vissia from said country has some pointers for those who wish to indulge further.

"I'd like to congratulate The Beings merrily, on AP52 and its coverdisks in particular. I've been playing *Tennis Champs* until blisters adorned my hands, and now I'd like to share my, ahem, knowledge with the Information-Hungry Reader Base of AP."

SERVING

1) When serving, stand close to the middle line to reduce distance.

2) Serve far to the outside of the service box by pressing left or right (whichever applies) when you hit the ball.

3) Do not run to the net straight away, because you won't make it in time. Await the return and ACT ACCORDINGLY.

RECEIVING

1) Remain in the original receiving position until you know where to expect the ball. Why? I'll explain in the next bit.

GENERAL

1) Balls that come in extreme angles are tricky and SHOULD BE FEARED. When you start your swing the ball is still a bit in front of you and often will be on the other side of your body when it arrives. This causes you to start playing a forehand when what you really need is a backhand and vice versa. Therefore it is better to arrive just in time and slide into place than to be too close to the ball and miss it completely, making an utter fool of yourself.

2) Always try to make every single ball, by sliding if necessary. You never know how lucky you might be and besides it looks cool.

3) Never stand still in the proximity of the service line for if you stay there you will be passed ON ALL SIDES. Make up your mind and return to either the baseline or the net.

4) The same goes for the sidelines. Always return to the middle after you've hit a ball to the back of the court.

5) Hit the balls at extreme angles by pressing left or right when you hit them. This will give you some time and you can be sure that your opponent will MAKE MISTAKES.

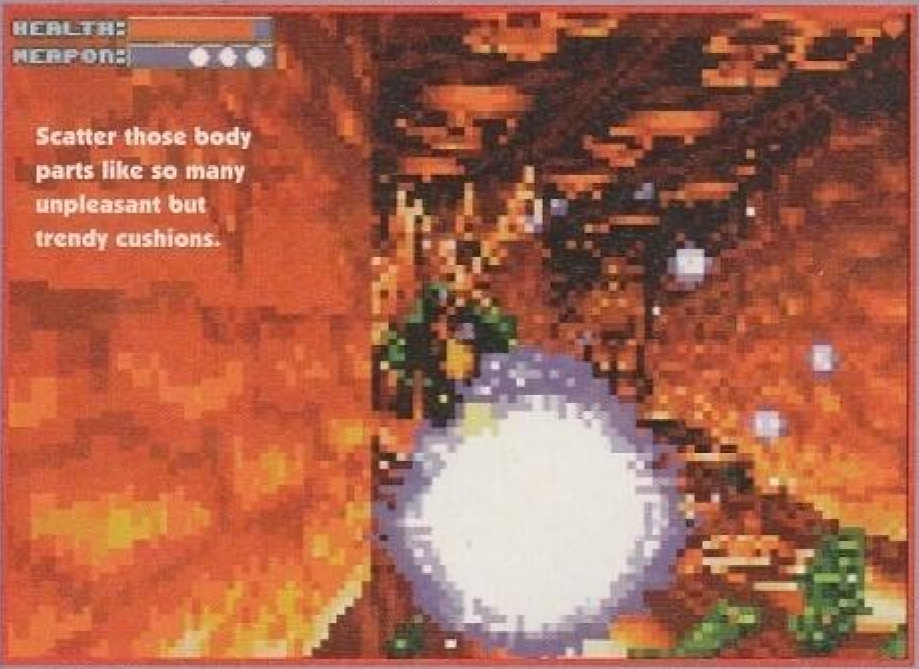
"I hope these tips bring you FAME AND SUCCESS. Remember who told you, and be grateful FOR EVERMORE. Or longer." Cheers, Thijs. Seeing as though you've been so helpful I'll skip any windmill jokes (because I've already done that with Con Handberhen) and will call you a clog-hopper instead.

DON'T FORGET

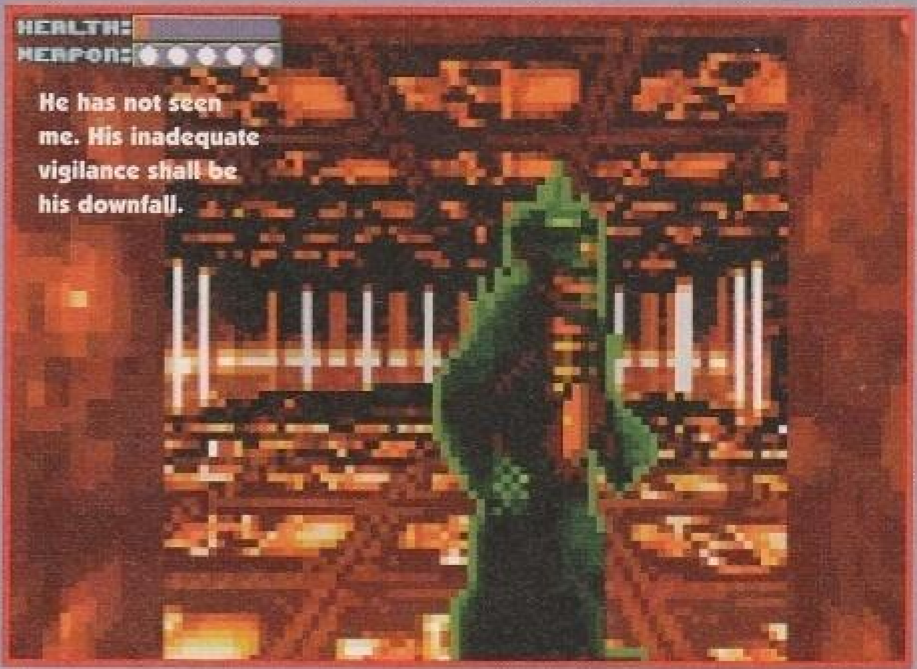
Please write to:

Complete Control
AMIGA POWER
30 Monmouth Street
Bath
BA1 2BW

And I'll love you for it.



Scatter those body parts like so many unpleasant but trendy cushions.



He has not seen me. His inadequate vigilance shall be his downfall.

GLOO

PART 3

Hell is all things to all people. Here it is a hot place with monsters.

And so to Hell, but enough of what they have planned for AMIGA POWER, ha ha. Ha ha ha. Ha ha ha ha HA HA HA. (Tipster slaps face, but gets carried away and administers severe beating.)

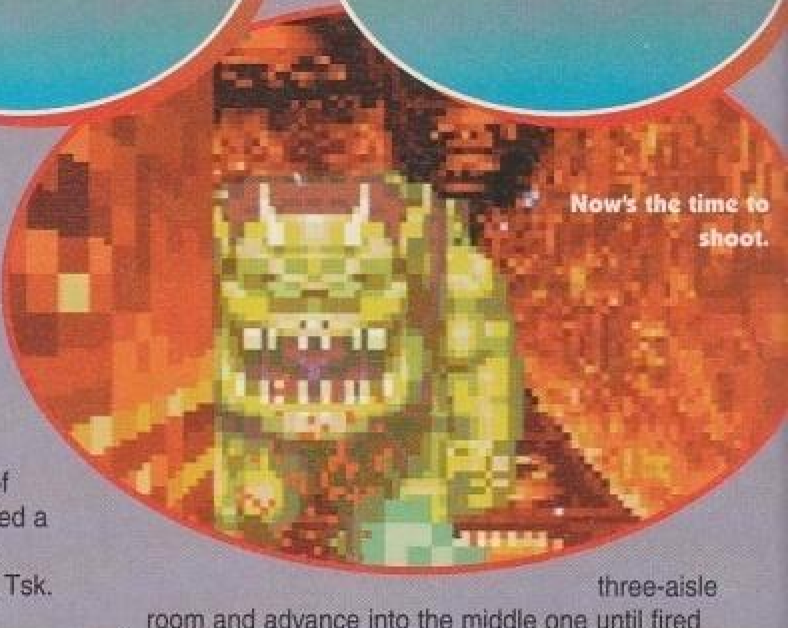
Hell then. You know my fiendishly vocal thoughts on cheating at games, which is a bit rich coming from a fellow who's just spent three months dissecting a game and especially in light of the final paragraph, but there you go. Let us put aside our prejudices (except the ones about Batman Triumphant) and TAKE THE FIGHT TO THE GODLESS HORDES.

GENERAL THINGS

A frequent trick of Hell's is to put in long, winding corridors that are exactly too narrow to fire safely from – your bullets tend to pound uselessly into the brickwork. But! it's extremely hard to tell, what with huge clouds of light and debris spattering up in front of you. BE AWARE of this thing; I to general amusement was killed a repulsive number of times by inadvertently concentrating withering fire into a big wall. Tsk.

WELCOME TO HELL

A horrid opening. If you get killed here, quit and restart. What happens is, you back into the cubbyhole to trip the switch and open the gigantic swinging wall, and then stand your ground against the eight minions and cloakblokes FOR TO MOVE TO MEET THEM INVITES FLANKING DEATH. If you make it, follow the wall to the desperately-needed health bonuses, then take the corridor to the light room and destroy everything from the doorway. The switch opens the tiger block, which teleports you to a minion room. Run forwards to pick up the two guns and kill the mins. The switch opens the left-hand door; follow the corridor to the three-aisle room and advance into the middle one until fired upon, then back up and shoot from the safety of its mouth. The switch in the room becomes a door concealing two health bonuses. Retrace your steps to the room you teleported in to; the right-hand door is now open. Follow the corridor, blasting mins. There's a biter in the exit. If you die, you'll teleport back on top of some mins, so quit and restart. A horrid opening indeed.



Now's the time to shoot.

TIMING IS OF THE ESSENCE

The switch becomes a door concealing four corridors, mins and cloaks. The switch

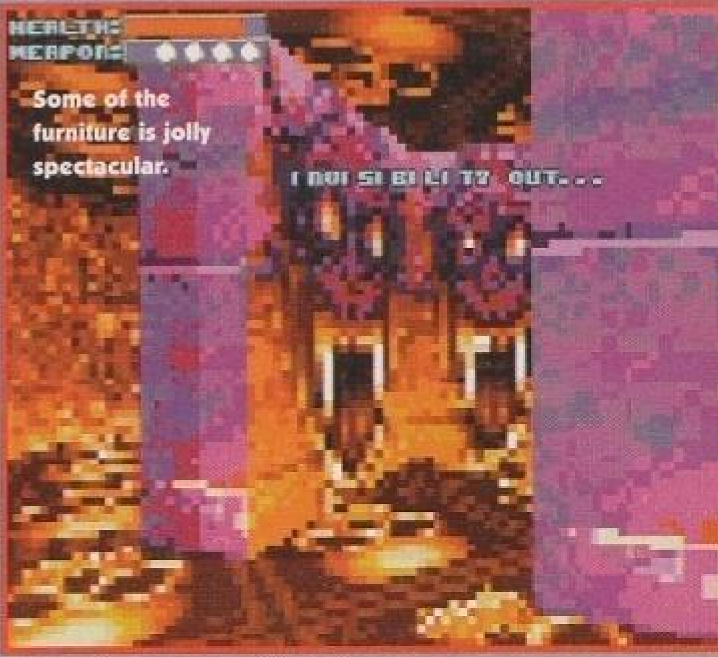
Sping! Spang! Spo-o-ove!

HEALTH:
WEAPON:

"The teeth! The teeth!" (The Stainless Steel Rat Wants You, 1978.)

HEALTH:
WEAPON:

There is no sportsmanship in the vaults of Hell.



Some of the furniture is jolly spectacular.

HEALTH:
WEAPON:
HEALTH BONUS

It is one I have earned by dint of great effort.

Eat kaboom, Johnny Badman.

The frankly ridiculous Level 3.6. They overpower me.

M

beyond also becomes a door, teleporting you back to the four corridors and releasing mins. Kill them with a lofty sneer. Follow the corridors again to the tiger blocks room. There's a secret room to the left of the second tiger block path. Hit the switch beyond block four, retrace your steps and dash down the lightly guarded path to the exit.

HALLS OF TORMENT

A ghastly level. You must clear out both side rooms to open the central door, but if you rush in you'll be overwhelmed WHILE if you stand in the doorways, the cloaks behind will cut you up. Sidestep back and forth past the rooms until the cloaks are dead, then sweep in to finish off the squeaky mins. There's a secret door in the left-hand room, behind the splayed bloke on the wall. Get the invisibility power-up, then go to the central corridor. Stand your ground against the ambush, and again to foil the one in the room beyond. Walk into the circular wall room then back out to bait the cloaks. Investigate the flanking cubbyholes for welcome health bonuses.

PREPARE TO FACE THE GUARDIANS OF HELL

They're not so tough. Sidestep left and right behind the covering post to pick off the cloaks and guardians (ten-foot-tall purple blokes who act like cloaks). Power up your special new gun. The switch at the end of the room becomes a door with three cloaks inside. SPRAY THEM. The next door opens into the HELL BLOCKS OF HELL ROOM, with hell blocks skittering around and squashing you against walls. And purps and cloaks, natch. Pound forwards and head left, hugging the wall and looking out for the picture of the cross. This fronts a vitally important secret room containing four health bonuses and an *Underkill* machine. Flee into it, turn and blast the monsters. Play *Underkill* (rather unsportingly noticeably harder than the previous levels' games) for the valuable extra life.

The switch at the end of the HELL BLOCKS OF HELL ROOM opens two chambers packed with cloaks; hit the switch and back up, hiding behind the left-to-right block, peeping out occasionally and shooting in a frightened fashion. The right-hand alcove contains a switch to open the opposite wall, leading to a thin winding corridor and the final room with two heavily-entrenched cloaks. Coax them out and exploit the angles. There's some health in the exit.

CHUNKY CHUNDER CHUNKS FROM HELL

Take part in a terrifying shootout with things too far away to see (but which you can still hit, eh, Fears?) then pass into a series of split corridors of which the corners are awkwardly acute. Biters and cloaks spill over themselves in their sinister eagerness to get to you. Clear them out systematically, otherwise they'll get behind you. THE RASCALS. At last you will fall upon a right-angled, unpleasantly dark corridor with some health bonuses in it. Take them and follow its contours. It is filled with cloaks, biters and purps, and demands all of your player's skills to pass. (Remember the bit about unknowingly shooting into walls.) At intervals are three rooms containing purps. Once you have passed the third, the corridors become solely right-angled. A few biters have a go, but half-heartedly. The final switch becomes the exit, but there is no ambush. YOU HAVE THEM ON THE RUN.

NEARLY THERE – DON'T STOP NOW

You arrive in a thin room. The left-hand, long wall becomes a door at the lightest touch. Stand at its rightmost edge and open it, then run forwards blasting to take out the right-hand column of cloaks and biters. THIS IS YOUR ONLY CHANCE. Now squeeze yourself behind the triangular wall and pick off the left-hand column. Give yourself a hearty handshake if you have survived. A couple of right-angled corridors lead you to a switch, which opens the adjacent, right wall to reveal even more biters and cloaks. Retreat around the corner and dispose of them in the approved manner. At the end of the revealed corridor is a ludicrous room of wildly-swinging columns. Get to one edge and hug the walls, picking up the health bonuses. The far exit leads to a staggeringly ridiculous maze of blocks moving at super-speed. The idea is to let them push you along, at the last moment switching direction to avoid being squashed. Hmmm. There appears to be a secret room along the way, as I heard the familiar sound of a door opening, but I was too terrified to go back and look. Perhaps there isn't one at all, as appears to happen on at least three other levels. Makes rather a mockery of my effusive claims of "at least one every level", doesn't it? Good grief. (Sigh.) The exit's a big teleporter, except it isn't the exit at all, dumping you in the big end-of-level shootout room. Run past the biters and cloaks and hit the switch. Oh yes.

STOP DRAGON YOUR FEET

It's the face-off with DENNIS THE DARK DENIZEN OF THE UNDERWORLD. Shoot his fireballs, and then him. Or so says Mark Sibly, he of Black Magic who wrote the game, for after a week's full evenings of trying, I got utterly fed up with getting killed in Level 3.6's shootout room and rang him to ask what happened in the end. What a complete waste of time, eh, readers? I hate tips. As you may possibly have gathered.

● ***JONATHAN NASH***

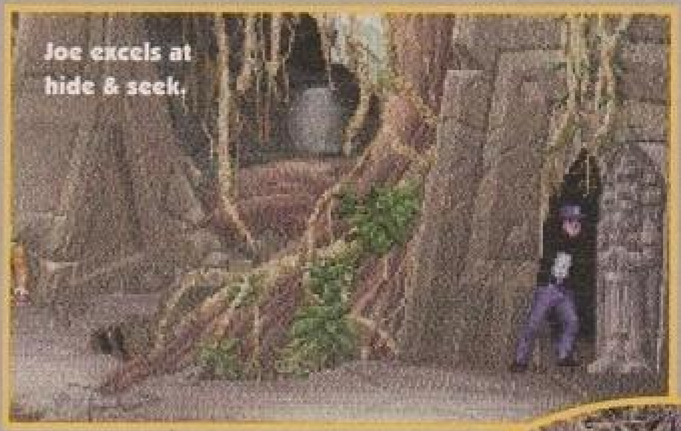
HEALTH:
WEAPON:

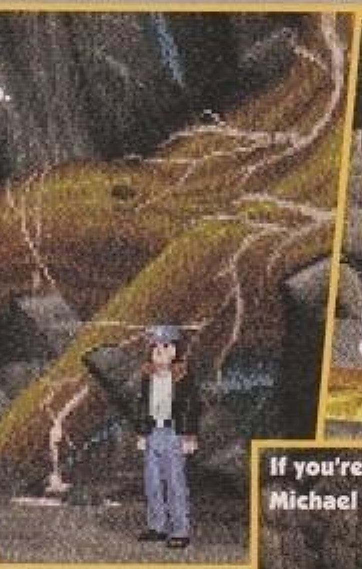
THIS. This is a secret door. Utilise its grand powers.

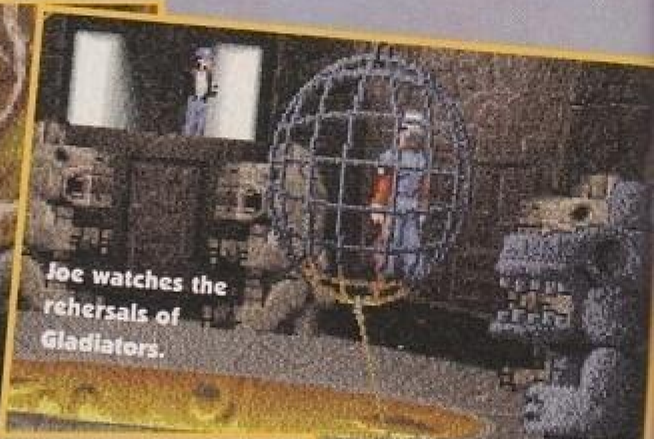
HEALTH:
WEAPON:

A return of fire.

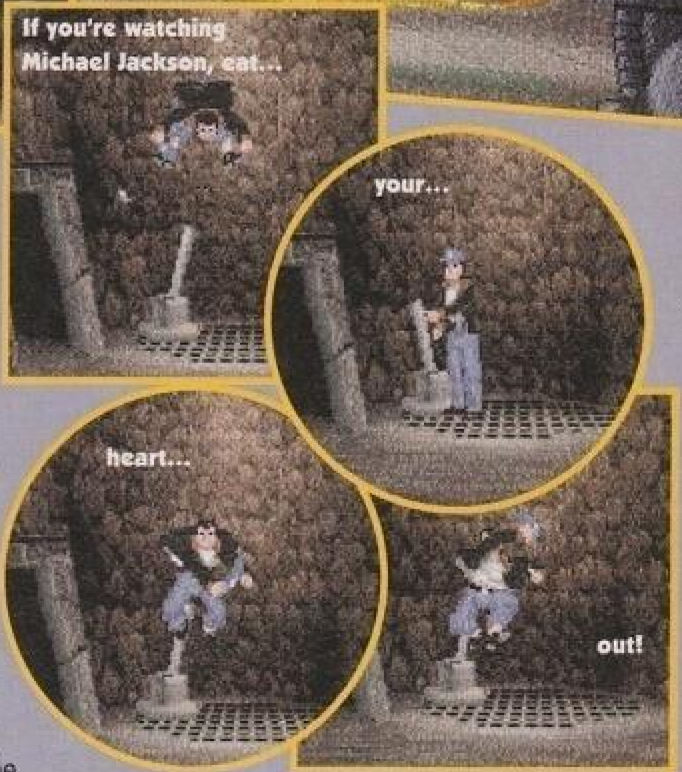
FLIGHT O
AMAZO


Joe excels at hide & seek.


Scrape off that nasty sticky sap.


Joe watches the rehersals of Gladiators.

Fancy going out sometime?


If you're watching Michael Jackson, eat...

your...

heart...

out!

Tarzan never seemed to have this much trouble.

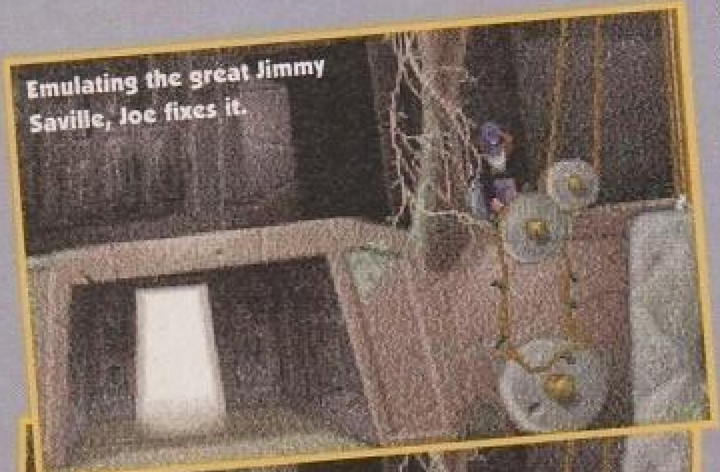
With the motto 'If at first you don't succeed, read Complete Control' ringing in your ears, here's the final installment of *Amazon Queen* tips…

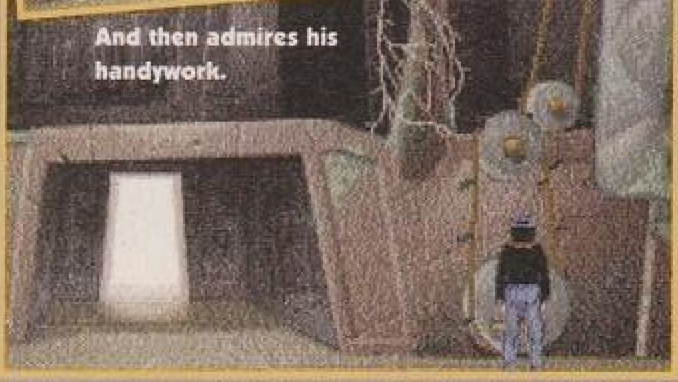
Make Joe open the sarcophagus and pick up the crown. Cut the vines to repair the pulley with, then move it aside to reveal another sharp drop.

Joe slams down next to a huge vine. Use the scissors or the knife to scrape a blob of sticky sap off the root before going left to look at the fountain head. You'll need to move it, to allow the water to drain properly.

Pick up the blue jewel which is revealed and head west past the lever/grate arrangement.

Joe emerges on another gantry, this time overlooking a room with a cage in it. The Flöda guy you saw earlier is trapped in the cage, and he says he's got the crystal skull. If you can free him, he'll give it to Joe.


Emulating the great Jimmy Saville, Joe fixes it.


And then admires his handywork.

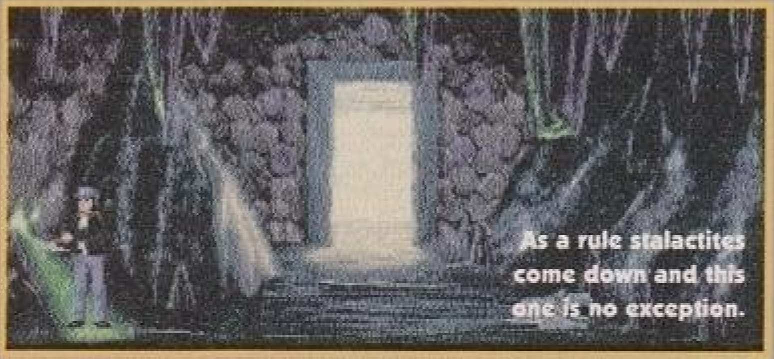
GLOVE PUPPET

Carrying on westwards puts Joe in front of a large stone statue heated by steam jets. The stone disk resting on it, that's part of the pulley arrangement you saw earlier, is too hot to touch. Using the glove puppet as an oven glove, pick it up, and return to the lever.

When Joe uses the lever, a massive air blast shoots up through the grate and plonks him back in front of the huge stone statue. Now walk through the mouth of the statue.

Back at the pulley, use the stone disk on the spindle and then the vine on the stone disk. Get to the lower section via the huge statue and use the loose vines on the pulley, connecting everything up. Finally, use Joe's baseball bat as a handle to raise the stone block, go east into the cave and pick up the pick axe. Lower the block to stop the path becoming blocked later on.

Go back through the mouth of the statue and head north into another cave. The stalactite's loose, so bring it crashing down with the pickaxe and pick up a small piece of flint. Use the pick to enlarge the hole and then go through it.

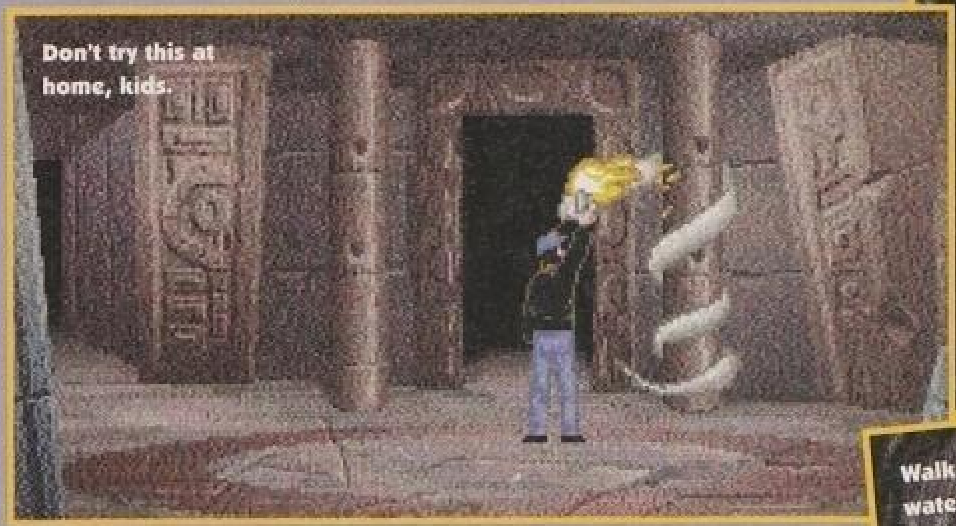

As a rule stalactites come down and this one is no exception.

Annoying, huh? There's loads of treasure in the room, but you can't reach any of it, or use anything to lever the top off the crypt. Guess you'll have to find a way round to the other side. Go back to the huge statue and take the final doorway on the left.

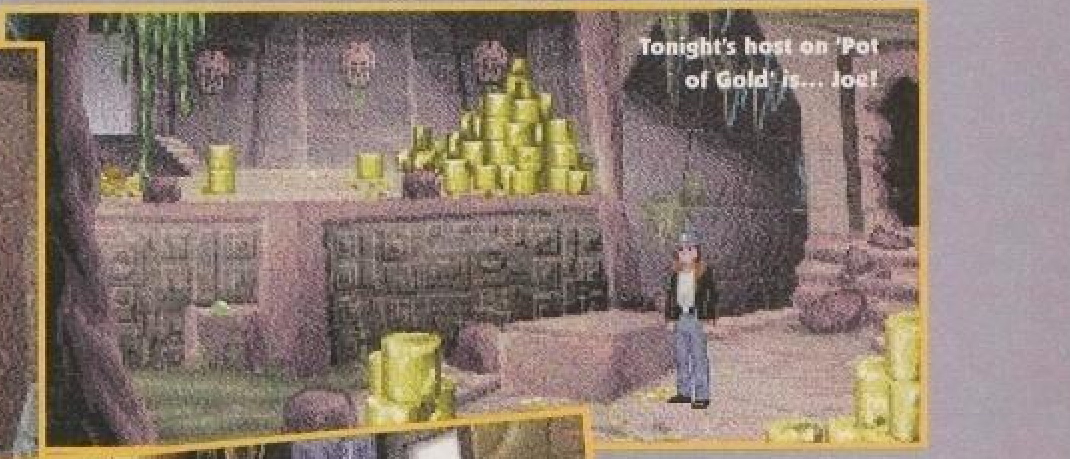
After walking through a pretty dull room, Joe's confronted by

F THE N QUEEN

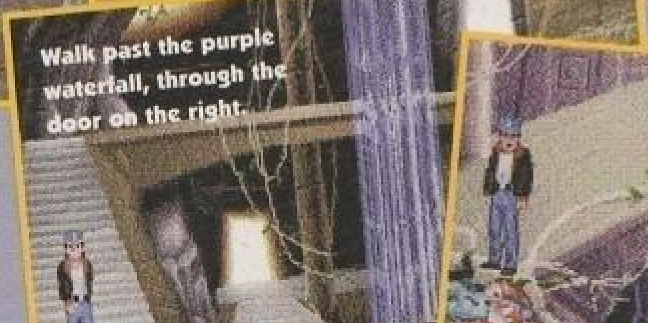
FINAL PART



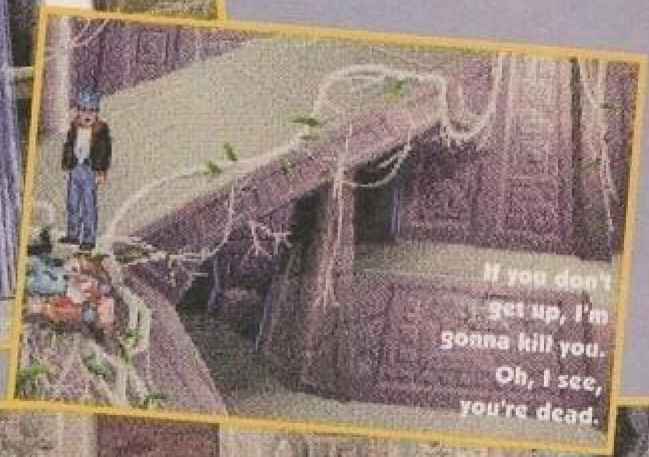
Don't try this at home, kids.



Tonight's host on 'Pot of Gold' is... Joe!



Walk past the purple waterfall, through the door on the right.



If you don't get up, I'm gonna kill you. Oh, I see, you're dead.

a huge snake guarding a doorway. Using the lighter to scare the snakes won't work as the flame's not big enough. Use the wrappings on the skeleton arm to make a torch, light it with the lighter and use it on the snake. Bingo! The door leads to a waterfall with a few paths leading off from it. Take the door on the right.

DEAD GUY

Look at the dead Flöda guy's body to find an ID card and a small lump of carved stone. At least if you ever get back to Trader Bob's, Joe'll finally be able to buy some booze. And let's be honest, he deserves it.

The walkway carries on over an altar room and then drops down to another entrance. Unfortunately, the doorway's blocked off by a network of lasers and you can't get in there, so head east.

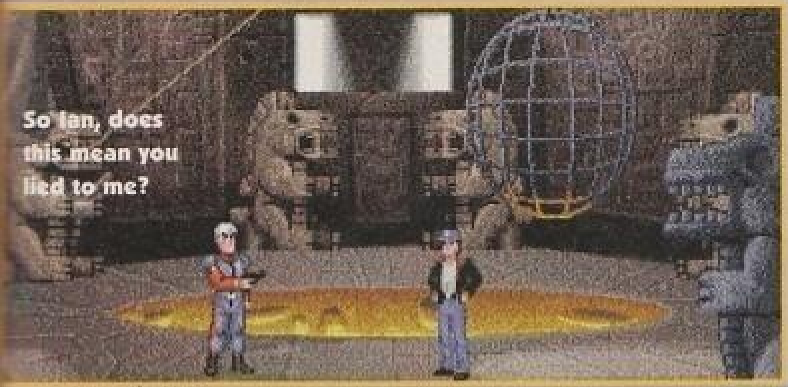
Ian doesn't seem pleased to see Joe, even less so when using the lever does nothing. Talk to Ian and convince him to untie the rope at the bottom of the cage before using the lever again. This time it'll swing free of the cage, just in time for Ian to pull a gun and wander off without fulfiling his side of the bargain. That's the trouble with baddies, they're just too bad sometimes.

As Joe heads back to the laser room, Anderson's starting to get cold feet about working for Frank. He doesn't like Joe, but at the same time he doesn't want him dead, and he certainly doesn't want Frank to rule the world.

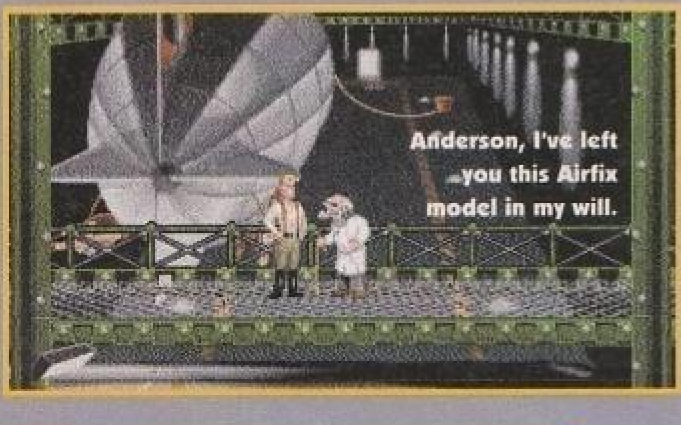
The west exit from the laser room leads across a bridge to the weeping god room, with waterfalls cascading from either side of the carved wall panel. Pick up the big stick, which should be long enough to lever the crypt lid off. Back track to the laser room, take the door on the far right to the cage room and then go up the stairs at the left, bringing Joe out at the waterfall. Go back up the stairs to the snake room, and take the western exit.

The body you saw earlier marks this

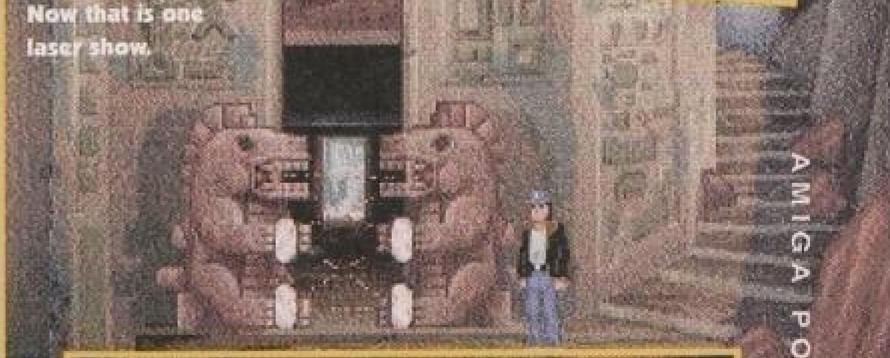
➤



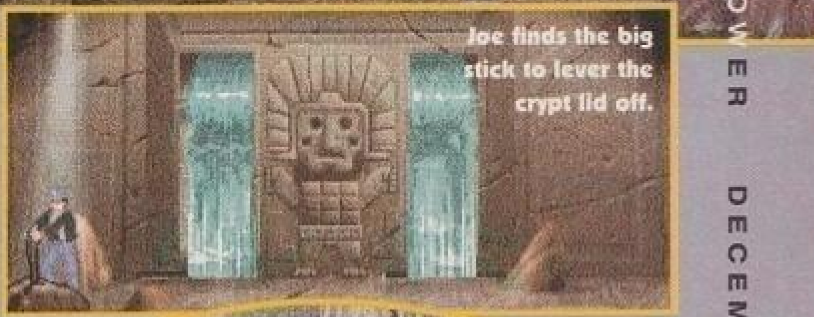
So Ian, does this mean you lied to me?



Anderson, I've left you this Airfix model in my will.



Now that is one laser show.

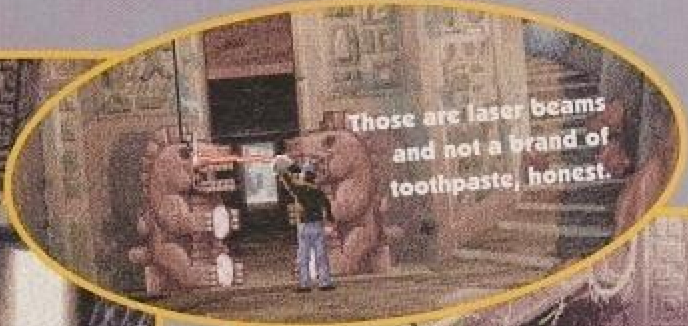


Joe finds the big stick to lever the crypt lid off.

Ready or not, I'm coming!

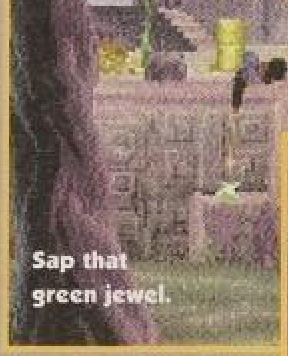
Grunt, groan, grunt.

I guess you're dead too, then?


Those are laser beams and not a brand of toothpaste, honest.

An extreme case of deja vu.

Hmm, needs a bit of polishing.


Sap that green jewel.

Hurray! A happy chappy.

location as one you've been to before, but this time Joe's taking a different path on a lower level. Joe emerges from the large statue. Go through the statue mouth, the pulley room and the cave to enter the treasure room.

Use the big stick on the crypt and after groaning, Joe will smash the lid, to reveal a metal death mask. Use the wrappings to polish it and it comes up a treat, all smooth and reflective. Smooth enough to reflect the laser beams? Let's see.

Now take the right exit from the large statue, go north, east, down the hole behind the prince's sarcophagus, and then keep on going west until you come to Ian's corpse. Judging by the hole in the roof, he was just metres away from the exit when the stone block punched him through the floor. Not only that, but the lying scumbag didn't even have the crystal skull. Searching his body reveals just a small chunk of rock. Downer.

Sprint to another location by heading east to the grate and using the lever to get blasted up to the large statue. Take the left door, carry on to the snake room and take the door the snake used to guard. Go down the stairs past the waterfall and take the door at the back of the room, then go through the next door to get back to the lasers. Use the polished mask on the lizard heads and the beams bounce off, destroying the head.

Taking this doorway brings Joe out at the bottom of a series of paths, with the Flōda dead guy up at the top. Why Joe didn't just jump from one walkway to another's a bit of a mystery. Perhaps he has bad knees or something.

This path brings Joe out at the right side of the treasure room, although he still can't reach the green jewel. Stick the tree sap to the baseball bat and use it on the jewel to cover those extra few inches, and then use the knife to clean the sap off the bat.

CHEERFUL DEITY

Go back to the lasers, carry on westwards over the bridge and then use the green and blue jewels on the eyes of the weeping god. The water stops dripping and a cheerful deity is revealed.

Go through the door on the right to get to the altar room. If you use the sap on the bit of stone and then the chunk of rock, you'll see that when stuck together, they form a miniature version of the statue on the altar. Use this stone key on the statue and the altar drops away to reveal a secret stairway.

The steps bring Joe out on a stone bridge over some yucky green stuff, which leads to a maze. After a few faltering steps, it's clear that you'll never get out of the maze by just guessing, but if the dino-rat got in there, it should be able to get out as well. Keep feeding Cheeze Bitz to the dino-rat and following it until Joe emerges from the maze.

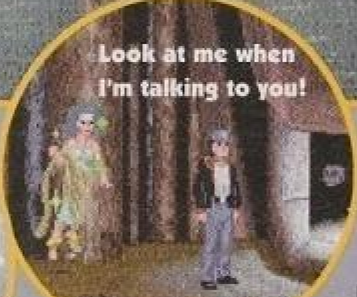
Take the newly discovered door to the right of the throne, use the vacuum cleaner to clear the dust off the floor markings and then move the embossed markings to match.

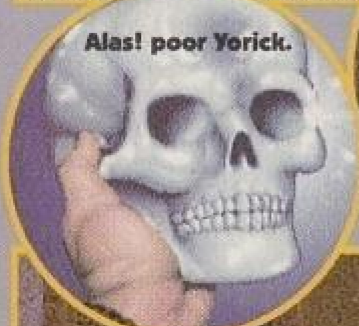
Move just two (two across, four down and then three across, three down) and the door at the right will open. Simple when you know how, eh? The temple guardian appears and asks Joe to prove

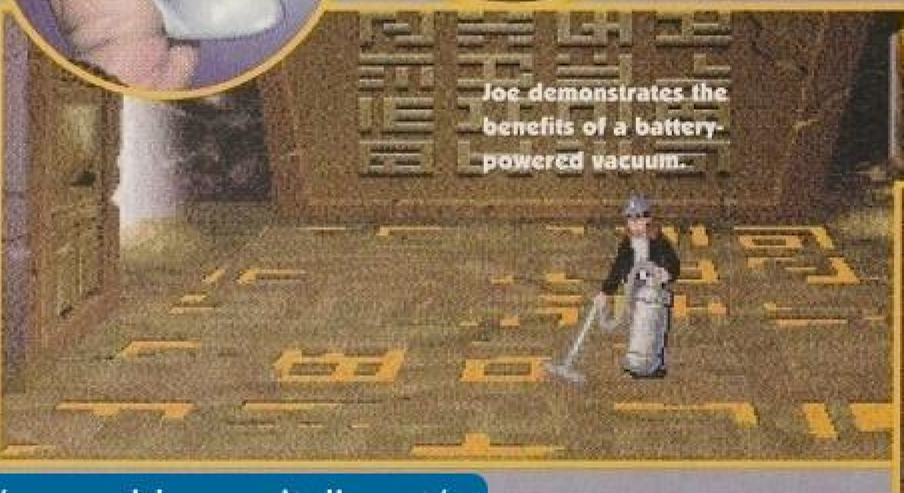
What do you want a phone for?

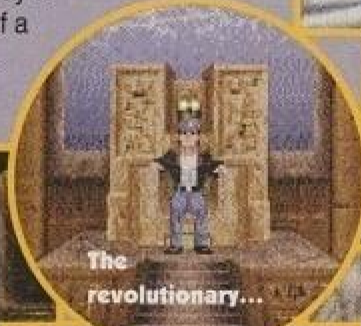
If the wind changes...

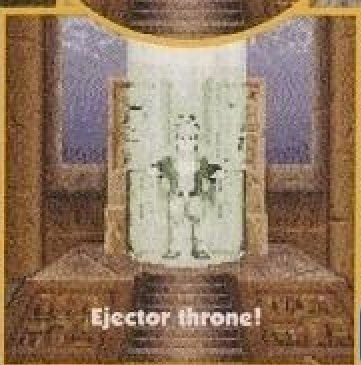
Hey Dino-Rat, come back, I've got some nice Cheeze Bitz for you.

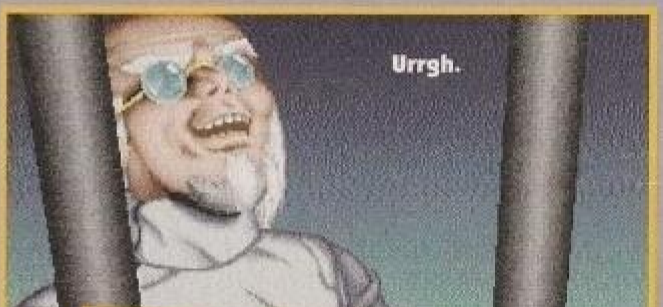

Look at me when I'm talking to you!


Alas! poor Yorick.


Joe demonstrates the benefits of a battery-powered vacuum.

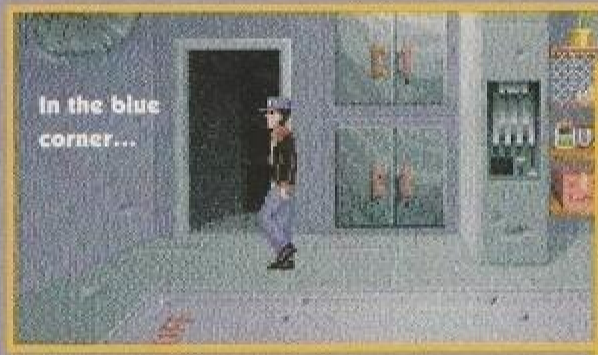

The revolutionary...

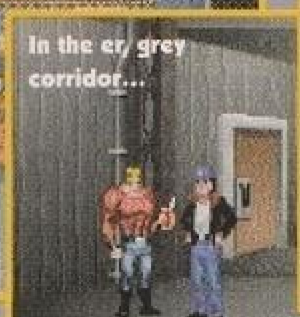

Ejector throne!


Urrgh.

Wayhay! Salvation.

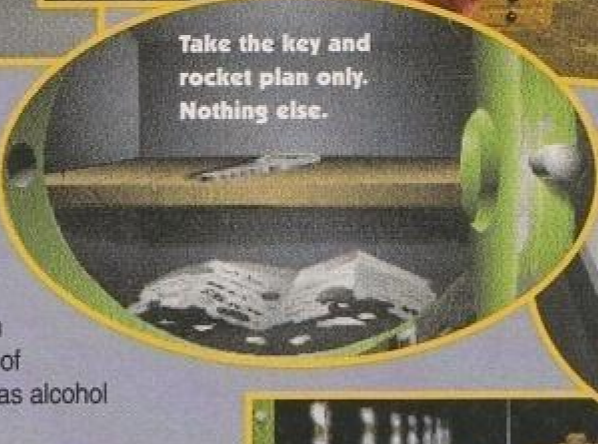
So, what you gonna do? Put me in jail? Oh.

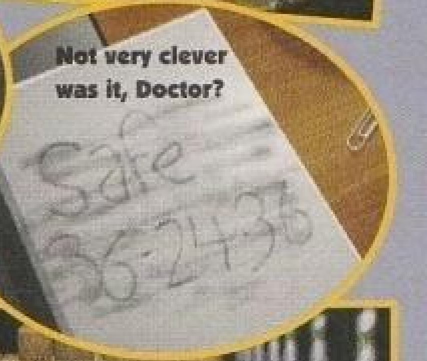

In the blue corner...


In the er, grey corridor...

and the winner!

I get the impression Dr Ironstein fancies himself.


Take the key and rocket plan only. Nothing else.


Not very clever was it, Doctor?

that he's Prince Almaxaquottl. Give her the crown and the crystal skull is revealed. As Joe picks it up, it's apparent that the skull was the power source of the temple, and everything powers down.

Use the seat as an odd sort of ejector throne. In what ancient ceremony was this sort of equipment used for? Odd blokes these ancients.

The throne inconveniently plonks Joe plus skull right at the feet of a Flöda guard. A pox and damnation on fate. And her sister.

In jail pick up the tin mug and use it on the door to attract attention. Faye arrives with Anderson, who's finally decided that Frank must be stopped. Faye shoots the door off with some sort of laser gun before rushing off to catch the airship to the Valley of Mists, leaving Joe to make his own way there.

The Super Soldier Serum™ jar is empty, so mix the Super Weenie Serum with the only available food (the tin of dog food) to produce chef's surprise.

Klunk's still guarding Frank's office and he's still eating. Give the chef's surprise to him and then call him a major league weeny. Since he's now been chemically reduced to a complete bed-wetter, Joe punches him out with a single hit, leaving the door unguarded at last.

VOLATILE LIQUID

Frank's office is pretty tasteless and dull, apart from the writing pad on his desk. Use the pencil to make the slight imprint readable. Take the piece of paper with the safe combination on it, and head along the corridor to the safe room.

Use the paper on the safe and it'll click open. Look at the safe and take out the padlock key and the rocket plan. What's the bet the key works on the box you saw earlier in the shed? Leave the Flöda base for good, via the elevator and foyer.

Head past the guard dog and use the key on the padlock. There's a rocket pack inside, which you know will run on just a small amount of volatile liquid. Such as alcohol for instance.

Using the dead guard's ID Joe can finally buy the booze from Trader Bob, to fill up the rocket pack. Trying it out in the Pygmy village won't work as it's simply not high enough, so clamber back up the pinnacle and use the pack there, hurtling Joe into the Valley.

Faye and a large herbivore dinosaur meet Joe at his impact point, but Joe's too slow to keep up with her.

He finds his path blocked by a huge dinosaur, so walk to the distant clearing to try and get round it. Keep going past the head into the clearing, where bushes are growing with the same flowers as the dinosaur's eating, so cut the branches.

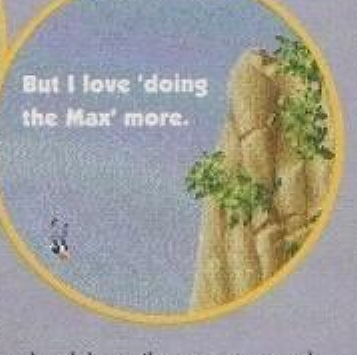
Go back to the dino's head and offer the branches to it. The dinosaur lumbers forwards and starts to graze on the bushes. Head behind the dinosaur and walk westwards behind it.

Joe soon gets trapped by a mean little meat eater feeding on a carcass. Scare it away by blowing the Tyranno Horn and then carry on eastwards to the climactic showdown with Frank Ironstein.

The crystal skull activates the Amazonian Robot, but contrary to Frank's plans, it follows the will of the activator, which in this case is Joe. Frank tries to blast him with his dino ray gun, but the robot reflects the blast, turning Frank into a giant dinosaur.

Ignore the 'Don't Open' instruction then.
FLÖ
DON'T OPEN

I love you, Mum...


But I love 'doing the Max' more.

As the robot swells to similarly gigantic proportions to battle Frank, pick up the ray gun and use it on Frank. He deflects the blast which hits Faye, so turn her back into a human with another hit, and ask her to turn her mirror round and blast Frank.

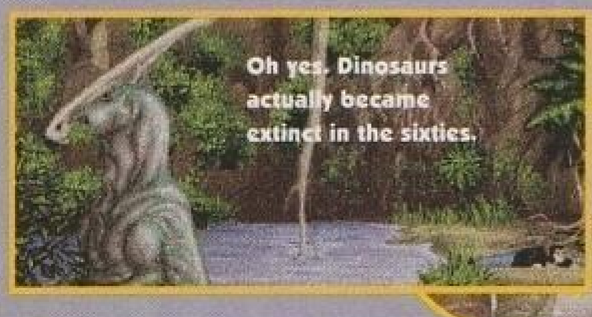
Frank deflects it again, the beam bounces off Faye's mirror and hits Sparky. Change him back and make him wear the shiny death mask, then try one more time.This time it works! The beam bounces around but strikes Frank, who vanishes. Hooray for clean-cut '40s heroes as justice prevails!

The robot agrees to protect the valley forever, the bad guy has been vanquished and even Anderson and Joe have made friends.

But hang on a minute. Why did Frank die when hit the second time when everyone else just got turned back into humans? Is he dead? Is he DEAD? IS HE DEAD?

Maybe. But then again, maybe not.

● *CAM WINSTANLEY*

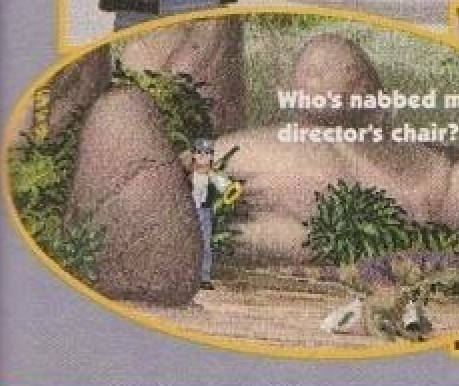

Oh yes. Dinosaurs actually became extinct in the sixties.

Find someone else to play with, pal.

I'm not listening.

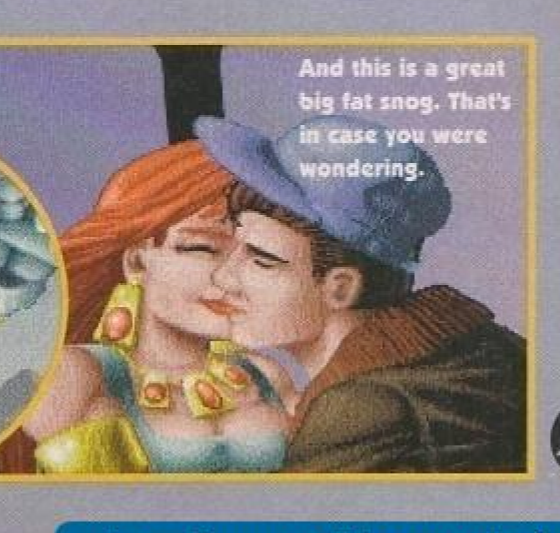
Sorry about this, but the florists were shut.

Roaarr!


Who's nabbed my director's chair?

The Star Wars cast wait for R2-D2.

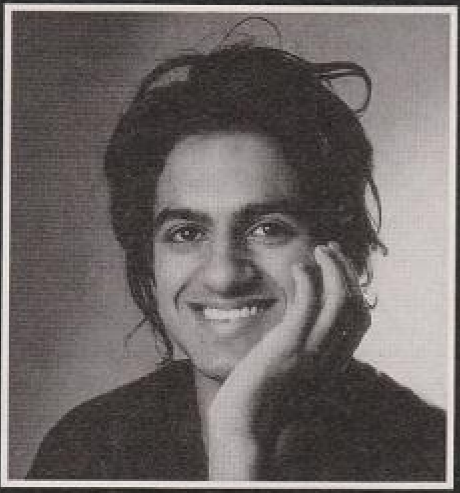
Um, this is a robot.


And this is a great big fat snog. That's in case you were wondering.

RUN AGROUND?

Then you need...

THE LAST RESORT



with Rich Pelley

On our way to St Ives, we met a man with seven wives. "Rich Pelley went that way," the sixth one added.

As I stood at the water's edge, the waves lapping against the cliffs, a seagull shrieking overhead and the sunset dancing a cancan of colours over the shimmering sea (a little to the left of where my friend's mum's Fiesta was sent to its watery grave), a single tear dripped down my cheek and splashed into the sea.

Along the shingle a young couple sat in each other's arms, their heads full of love and happiness, while my thoughts turned to dejection and despair. I just couldn't go on. There was no way that I could think of another introduction for my popular AP column, The Last Resort. I'd got the rope, I'd had the concrete jacket delivered earlier that afternoon. And if it wasn't for the frantic waving and shouting of a long-haired man in tight trousers sprinting down the beach towards me, I might just have ended it for good.

LOOSE ENDS

THE LONGEST-NAMED MUSCLE IN THE HUMAN BODY IS THE LEVATOR LABII ALEOQUAE NASI. IT IS IN THE UPPER LIP.

Q "Is there a correct way to carry out a contract killing in FRONTIER? Every time I complete a mission I return to my 'employers' only to be told that they are, and I quote, "very disappointed" with my efforts. Also, any ideas what "system tape" means on the System Information screen? Could it possibly be something to do with the tech levels, perhaps?"
Nick Williams, Newport

Q "Could you please tell me how to get the key from the skeleton in the land of the dead in A GAME THAT I FORGOT TO MENTION THE TITLE OF. A friend of mine who has completed it on the PC said that you get a bone from a screen that doesn't appear to be in the Amiga version (an extra section in the land of the dead before you get to the gate) and play Xylophone with it/them. I have looked for an alternative bone but it won't let me pick any of them up. Whimper."
Eric Gosse, New Zealand

Q "I am having difficulties on level two of CADAVER. *(And I can't remember what the answer is. – Rich.)* I cannot find the third gem to go into a gem lock, nor the special keys to enter rooms, and not even an emerald of the guild to enter the Captain's room because I am not a Captain."
Pineapple Adair, Bognor Regis

Q "Please thank Uncle Alex Smyth of Sheffield for me from AP53, I don't *("Complicated joke ending with a rhyme for ("Rucking" – Ed)" – Ed)* well think. I followed his advice and the only reason the light of my life didn't laugh in my face is because I am about ten feet tall and she couldn't reach. (She had to laugh in my belly button instead.) There I was having built myself up with loads of *("Bed bugs" – Ed)* but they itched terribly, so I had to continually scratch myself, and the *("Tizer" – Ed)* which I had drunk went down the wrong tube and I ended up coughing it up all over her. I am the butt of all the jokes at *("McRonald's." No, hang on. – Ed)* so could I have some real advice. Do I hang myself with your spare rope or just throw myself off a large building?"
Phil Donnelly, Lincs

Q "I seem to be having trouble on NIPPON SAFES INC. When I am playing as the good-looking girl, I can get the sign off the post but that's all I can do. What do I do now?"
Chris Stanton, Cleveland

Q "On INDIANA JONES AND THE FATE OF ATLANTIS I am stuck on all three of the paths. On the Fists path, I am stuck at the dig site and don't know what to do because if I go into the mine I can't get out. On the Wits path, I am stuck at the dig site. Although I have got the spark plug and used it, I am told that I need something to "juice the engine", but in heaven's name, what? And finally, on the Team path, I am stuck in the Nazi submarine and haven't a clue as what to do next. I have knocked out the officer guarding Sophia. *(Take the plunger, use the acid on the strong box, unlock and push the steering wheel with the key, replace the lever back in the control room with the plunger when in breaks off and use it. Steer the sub into the entrance somewhere on the background, possibly having to reverse in. You'll arrive at the outskirts of Atlantis. – Rich.)*
Donald Duck

Q "I am stuck on INDY JONES AND THE LAST CRUSADE – THE GRAPHIC ADVENTURE. I speak to the drunken guard but then get knocked out by the two guards in the corridors. How do I get out of the castle?"
Robert Campbell, Kinross

CASES CLOSED

THE SMALLEST SPIDER IN THE WORLD IS FOUND IN SAMOA. IT IS THE PATU MARPLESI AND IS 0.43MM IN LENGTH.

RUFF AND TUMBLE

Q Myles Cocrane of Dundee couldn't get past level two and wanted the code to level three. The wuss.

A "Try 6581. Or, if that doesn't work, 8392."
Dan Saunders, Kent

FRONTIER

Q Mr Deejay Navelwort Whyte of Dorset was on a mission to photograph a special forces base in Lalunde 25372 system (0,0) by midnight on June 13th 3208 but was having a few problems developing his photos. Well, really.

A "Make sure you have enough time to complete the mission. Check how far you are from the system in question before you accept and be sure to save your game before you accept the mission.

"As soon as you've hyperspaced into the system, set your jump back to the previous system. When you've found the planet, the enemy base is there. But the first you'll see of it is a rather helpful dot on the planet's surface! It's no good photographing it though as you won't be close enough.

"To photograph the base, do a 'fly-by' of the base. To do this the base needs to be on the horizon. If it's not, use your time control until it moves there. Slowly accelerate towards the planet until you're in its atmosphere. Lock on to the dot, use the time-control numbers 2 or 3 to accelerate towards it, making sure your gun sight is slightly above the horizon, and pass over the base at at least 1000-1500m altitude. You'll need to be able to see detail on the base clearly.

"After passing over the base, return to normal time-control and point towards the base taking as many photos as you can. When it's gone past, point up and away from the planet and accelerate up to a maximum, until you're at a high enough altitude to hyperspace out. Don't increase the time control because the enemy fighters will get you. Be sure to check the contracts list to see if the mission has been 'DONE' before you hyperspace outta there.

"Also, be careful when you get close to the base as the enemy fighters will come swarming out after you. Ignore them as they can't touch you when you're doing a fly-by, because you'll be going too fast. Should you turn and fight them you risk getting out of line for your fly-by which could prove fatal."
Alex Smyth, Sheffield

INNOCENT UNTIL CAUGHT

Q "I am supposed to be stealing three things. I have the egg. I have broken the display case containing the sculpture, but when I try to pick it up the alarm goes off. I gather that I need something soft for it to land on, but I'll be blowed if I can find what. Then at the bank, I hand over a bag of money, and can get no further. I am sure that the mushroom and bottled fly hold the key to my problems, but again, exact details escape me. Any help would be much appreciated. By way of a (sort of) bribe, I have taken out a subscription – it must help pay your wages somehow." *(That's right. Your money goes straight into our bank accounts. – Ironic Ed.)*
Andrew Woodcock, Ashington

A To cushion the sculpture's fall, you need the carpet. This you should have exchanged in the pawnbrokers for the hat, which you swiped from the gangrail from the docks behind the diner, having disabled the security robot with the remote control. This you should have got by unjamming the screwdriver from the vending machine down in the subway with the oil, ordering a drink from the robot in the bar and nicking his circuit board. I think that you need to combine it with a radio or something, but I can't quite remember.

Next: the bonds. In the bank, ring the doorbell and use the chewing gum (from the receptionist's desk in the Paradise Club) on the catch. Go through, use the screwdriver on the keyhole (the top-left white pixel), once for the bank file, and again for the blueprint. Go back to the docks and you will transported to the inside of the monster's cage at the zoo. To get out of here, you'll need the perfume and cane from the Paradise Club, the balloon from East Eruik and the hot dog from Regurgi. You can now swap eggs (you have the wrong one at the moment), escape into the sewers and use the blueprint, mushroom and fly to locate and blast your way into the bank vault. You'll also be needing the flour. This you should have got from the police sergeant, not forgetting that you can highlight words in his speech bubble with your cursor to get him to talk about different things. (The key phrase here is 'drug bust'.) And that's, in case anyone other than Andrew and Prod Ed Martin (who'll have to sub this answer) is still reading, a banana. I mean, it.

FEARS

Q "A short while ago the leader of my gang died and I was elected the new leader due to my enigmatic smile and my ability to waffle aimlessly, but amiably. These traits seemed initially to work fine, but now I am worried that people are starting to see through my ploys of simply telling them what they want to hear, and that I may be ousted as leader of my gang. What should I do?"
Tortoise Blair, Westminster

A I know of one solution that has worked for one of your rival gang leaders, which is to stand down as leader and then get your gang to vote you back in. Your chums are bound to fear change, the truth of the present, and risk of being ejected from the treehouse to such a pathetic degree that they will dare not speak their minds, you will be back in, and the feeble-minded masses will sleep reassured in their pointless beds. Or alternatively, you could shoot yourself through the temple with an AK-47. The decision, as Graham from Blind Date would say, is yours.

PRINCE OF PERSIA

Q "Dear Madam. I purchased this game about a week ago and have got pretty far, thank you very much, but when I reach the bit when I fight and kill my own shadow, I automatically die. Could you please send me some literature on how to complete the game."
Marmite Jogiya, Leicester

A You're not supposed to! Fight yourself, that is. Instead you should put away your sword, jump 'into' yourself, walk off to the left, and keep stepping over the apparent abyss and a bridge of tiles will form beneath your feet to carry you to a new section. You strange person.

FLASHBACK

Q "I read your instructions in issue 52. I got to the wounded bloke on level one, but I can't recharge the cartridge. Why not?"
Armadillo Smith, Essex

A Er, have you the recharge unit? It's down, along to the right, past the disintegrator, right again, over the electricity bolt and up (or down, depending on which way the lift goes). You have? Then you are, quite clearly, insane.

WIZKID AND FUTURE WARS

Q "I cannot reach round five. I can only finish round four by going directly to six. This way I never get enough kittens to get to the castle. I am in the monastery where I have given Father Superior that stuff on the cup and used the controlling device on the piece of furniture to get the magnetic card. But I can't get out."
Henrique Soares, Lisbon

A Carefully collect the cross from the spire, then fly off the bottom of the screen to land. Stand on the tree and press Fire. Don't leave until you have the cross, spade, match and the two diamonds. Make sure that Iain the clown has drunk the spiked Cola. Go down the tree stump, give him the bon-bon, and eventually he will accept the drink. Then, when his eyes start spinning, jump upon the lift. Use the spade on the clue to dig for the kitten. Walk to the top room, USE the remote control on the barrel on the top of the ladder, walk over to the glass case. TAKE the gas capsule and USE the magnetic card on the console and the pendant on the girl.

DESERT STRIKE

Q "I have got to the end of campaign four (which I believe is the last phase) but cannot stop the bomber from taking off with the madman still aboard. How do I stop him?"
Eric Mossford, Wrexham

A You're not supposed to! Stop him, you see. You're meant to blow him up. So do.

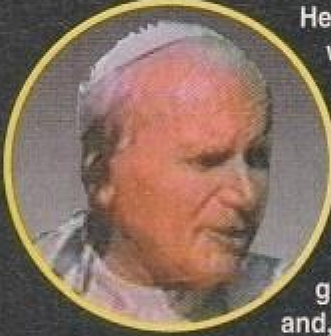
Next month, AP's very own long-haired, tight-trousered C-Monster will be here with the all-exactly-the-same Last Resort. (Personally I will be embarking on a pilgrimage to Islam were I hope to find my inner self). He won't have much luck compiling it if all we send him is an empty Jiffy bag though, so make sure you send in some letters to go in it. Write to:

The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath,
BA1 2BW.

And on a personal note, I bid you farewell. It's been great.

JESUS CHRIST!

FutureNet



Hello! I'm the Pope, and when I'm not blessing millions or condemning contraception as unholy, I like to relax by 'surfing' 'the net'. One of my favourite 'sites' is Futurenet – home of my good pals, AMIGA POWER and, thanks to the system that automatically stores the address of anyone accessing it, a valuable source of market research information. Why not let me tell you a little about AP and the 'sites' with which they jostle for VirtualPosition in the SuperCanteenQueue?

AMIGA POWER

http://www.futurenet.co.uk/games/amigapower.html

They're an odd bunch, my good pals AMIGA POWER. Constantly squealing about how they only cover games, and how they're technophobic Luddites (and proud of it), and how they detest people asking technical questions, yet they keep drawing attention to their 'electronic presence' which you need 'modems' and 'wires' and that to get to. Lucky it's still unfinished then. My life.

OTHER FUTURE PUBLISHING MAGAZINES

http://www.futurenet.co.uk

Everyone at Future attends VirtualMidnightMass, so join them in the CyberCathedral and reach for the SuperCollectionPlate. Whether you're interested in music, bicycles, football, what happened to Steve Faragher or computers, this is the place to gorge yourself on InfoWafers.

NEWS ROOM

http://www.futurenet.co.uk/News/today/index.html.

Richard Baker lives! And in real life too.

OI VEY!

If there's one thing that annoys me as Pope, it's having to spend hours searching the Internet for something interesting. It'd cost me dozens of pounds were I not head of an independent state with its own currency that has my head on it. But were I a pleb, instead of wasting all that cash I'd've reached for my copy of THE NET DIRECTORY (£5), which lists and reviews hundreds of 'sites' each issue. Published bi-monthly and revoltingly comprehensive – my pals at AMIGA POWER felt wretched upon discovering the top-class pages they'd exhaustingly sought out were in previous issues so it looked like they'd just copied them WHICH THEY HADN'T – and in places jolly funny indeed, it's one of the regular things on my shopping list when I visit the Vatican Newsagent, along with boiled sweets.

THE POPE'S PICK OF THE MONTH

It's not all benedictus, benedictus, benedictus when you're the head of the Catholic Church. At the end of a hard day I like to settle back in my big comfy Pope's chair and 'jack' into 'the net'. This month I've been VirtualMotorcading in my InfoPopemobile to turn up a few 'sites' you'll enjoy visiting. DARE TO DISAGREE WITH – THE POPE.

SCOTT'S PAGE OF EVIL

http://rampages.onrampt.net/~scottgl/index.htm

Jesus taught us the healing power of laughter, and, y'know, here's a page to cure all ills. It describes a list of Scott's least favourite things in the world (Andie Macdowell – the French – hey! – organised religion) and is easily the best-written 'site' of the 138,862 I've seen since becoming a CyberOtakuHighOverLordOfTheLord. It's disappointingly short, but does contain links to plenty of other kook-kook-alicious pages, like the McChurch and a barely-literate rant about me being the Antichrist. Ho ho!

PICTURE PALACE

http://www.ids.net/picpal/

One thing that quickly becomes obvious when talking with my pals at AMIGA POWER for any length of time is their interest in films. Here's a site I'm sure they'd like. It's in fact an ad for a mail-order firm, but appreciably disguised as a movie magazine. Features on dead stars, 'theme' pages (for example, the silent pictures of Laurel and Hardy) and an index of 30,000 movies add up to a real Pope-Pleaser.

HARLEY QUINN

http://www.infinet.com/~fuzzy/harley/harley.html

A page on The Joker's loopy girlfriend, leading to reviews of Batman the Animated Series and an interview with cartoon-writing demi-god Paul Dini. Also links to a site with lots of original animation drawings. I trust Miss Quinzel and 'Mr J' are saving themselves for marriage.

Netscape: Harley's Home Page

Harley Quinn's Home Page

aka. Dr. Harleen Quinzel

"Face it, Harl. You're a certified nutzo wanted by the law in two dozen states... and hopelessly in love with a murderous, psychotic clown."

Previous hideouts:

Links

Netscape: Scott's Page of Evil - The French

THE FRENCH

Innovations of the French

Netscape: Picture Palace

No Paper Waste In Virtual Space!

The Picture Palace Newsreel Oct. 17th - 24th:

This week on our site:

And:

Also:

Plus: our

Netscape: Notts County Home Page

MAGPIES Home Page

the mailing list is up and running.

Please read this and then if you already haven't - Please subscribe

NOTTS COUNTY

http://www.nbs.ntu.ac.uk/staff/baylidj/ncfc.htm

As spiritual leader to millions, I often get asked to participate in charity football games. Sadly, I nearly always have to decline due to pressures of work, but the next best thing is looking out football pages on the SuperLeafyOffRoad. Here's one that was recommended to me by AMIGA POWER's Martin the Prod Ed. "It's good," he said, and after his helpful advice during the Mafia laundering scandal, I go by his word every time.

FUTURENET - THE ONLY INTERNET SERVICE PERSONALLY ENDORSED BY THE POPE. FACT.

SUBSIDISE A COMMUNIST INCURSION

The EVIL MEGA-GLOBAL CORPORATION that pulls the strings of AMIGA POWER has plans to invade this country.

NAMIBIA
BOTSWANA
ZIMBABWE
Johannesburg
Kimberley
Bloemfontein
Durban
Port Nolloth
SOUTH AFRICA
Cape Town
Port Elizabeth
East London
Maputo
Beira
Walvis Bay
Windhoek
Kalahari

Their ingenious plan involves secretly backing a Communist army then appealing to the USA for help to protect their business interests. In this way they will receive enormous sums in military aid, not to mention big guns their Commie frontmen can hijack for future 'special projects.'

But they can't do this without your help. They need to raise £138 million to pay for authentic Reds. For every pound you spend on AMIGA POWER merchandise, 84p goes directly to fund Operation Golden Shot. Help our SINISTER CORPORATE PAYMASTERS in two ways.

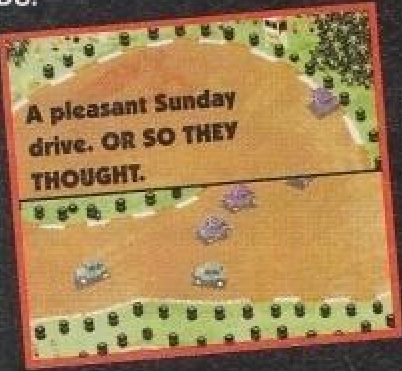
BUY SOME GAMES!

Fiendish Antipodean stablemates Acid and Black Magic have contributed some Games Of Champions to HELP THE BAD BAD CAUSE. Choose from these of theirs.

GLOOM A1200

"Dazzlingly revolting," we said. "As a one- or (co-operative) two-player shooter it's near-unbeatable. 90%" we added. "REPORT, OPERATIVE X-82," thunder our BESUITED ÜBERLORDS.

A NEGLIGIBLE £16
Order Code AP/Glm


A pleasant Sunday drive. OR SO THEY THOUGHT.

SUPER SKIDMARKS

"Really quite beautiful racing game sequel," we said. "Quadratic B-Splines," we bluffed. "The Eight-Player Cow Game Of Champions," we concluded, "86%, with 5% extra for the Cinemascope A1200 version." "ELIMINATE DISSONANT ELEMENTS IN AREA 7," order those we know only as THE CULLING CREW.

ALSO MERELY £16
Order Code AP/SS

GUARDIAN A1200

"It is *Defender* – but in 3D," we said. "A pity it's lost the 1970s cop show soundtrack," we disseminated. "90%," we insisted. "YOU HAVE FAILED US," hisses a concealed speaker. "Cough, gasp," we add, fumbling with unyielding doors.

A STAGGERING £10
Order Code AP/GD

BUY SOME OLD MAGAZINES!

Impatient with your lack of response, AMORAL UNDERLINGS OF INIQUITY have executed issues 1 to 37 in the all-cleansing fire. They stand with torches before what remains of the HISTORY OF AMIGA POWER, blackmailing you into action.

AMIGA POWER
SUPER STARDUST
THEME PARK
RUFF 'N' TUMBLE
MAD COW!
Skidmarks 2 exclusive preview! And exclusive playable demo!
IN DEBT. IN DANGER. IN A DRESS.
ULTIMATE SOCCER MANAGER
PLUS!
KA-DOOOM!
AMIGA POWER

ONLY £4 EACH

BUY 4 ISSUES OF AMIGA POWER AND GET A FREE BINDER

Please send me the following sinisterly-sanctioned AMIGA POWER merchandise.

Description	Quantity	Price	Order code

Total: £..........

AMIGA POWER BACK ISSUES:

38	39	40	41	42	43	44	45	46
☐	☐	☐	☐	☐	☐	☐	☐	☐
47	48	49	50	51	52	53	54	55
☐	☐	☐	☐	☐	☐	☐	☐	☐

Method of payment:
☐ Access ☐ Visa ☐ Cheque ☐ Postal Order
Total amount payable: £
Card no: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Make cheques payable to Future Publishing Ltd. Please.

Name: ....
Address: ....
....
..........**Postcode:** .... **Tel:** ....

EEC customers registered for VAT, please quote your registration number:

Send this coupon (together with your cheque if applicable) to:

AMIGA POWER MAIL ORDER, FREEPOST (BS4900),
SOMERTON, SOMERSET, TA11 6BR

THIS COUPON IS VALID UNTIL 31 DECEMBER 1995 **AP MAG 12/95**

DO THE write thing

There are two things worth getting out of bed for. One is Zöe Ball on The Big Breakfast. The other is breakfast itself. Now compare these heavenly creations with your letters.

● Address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"CUD AS THE WINTER DAYS"

Hi,

In Bath, beside my delightfully shabby student house, there is a fairly steep natural earth mound called Widcome Hill. It's not overly steep so is perfect to stroll up on those days when life's waters are running at a lethargic crawl and you need some brisk wind and exercise to refresh your tarnished spirts. Halfway up this edifice is a sprawling field full of our chirpy bovine friends, who wander around munching mouthfuls of cud as the winter days grow thinner. Bordering this field is a high, rocky wall from which, if you choose to rest for a few brief minutes from your incessant perambulations, you will be presented with the finest possible view of the fair city of Bath: row upon row of perfectly shaded houses sweeping down the side of the city's encircling hills, all highlighting the beauty of Bath's monuments and the spiralling flow of the mighty Avon. All that the city will ever be and all that it ever was are laid out before you. You feel equally humble and nostalgic, then hop down off the wall and continue the ascent of Widcome.

Reading this issue of AP made me feel a little bit like that.

C-Monster

We'd just get knocked down by cars.

"STILL PRECIPITATE YES"

Ey-up AP lads/laddesses,

We all know it's happening. We can all see our monthly fix entering into its "death throes" phase, no matter how hard the mightiest beings ever to produce a magazine try to hide it from us. (Oh, you've not been trying to hide it from us. That's that one buggered then.)

I've been an AP devotee since the tantalising Issue Zero was mistakenly given away with Amiga Doormat, and I've never looked back. I watched its immaculate birth from the fat and bloated dark underbelly that is now Future Publishing. I watched it hose itself free of the sticky afterbirth that is photographing programmers (they didn't last too long, thank you oh so very much indeedy) and I caressed it lovingly. Even as a young lad AP DARED TO TELL THE TRUTH – I couldn't believe then that it was possible to read reviews where scores sub-30% were regularly being awarded. As it grew I became attached to it, then even dominated by it, and now my only pleasure is my once-monthly-sit-on-the-lavvy-with-the-new-AP-for-a-good-hour-and-a-half-lapping-up-every-single-page session. *(Blimey. – A doctor.)* Yesterday I could barely get an hour out of it. And my 84-page pamphlet almost blew away in the wind. (Sorry.)

I'm not stupid, and while the Amiga's days are not exactly numbered (yet) I realise that things are about as rosy as I am from Sunderland.

I love my AMIGA POWER and though I'm probably buying a Playstation soon I'd still buy AP even if I weren't keeping my old faithful Amy. Which I am. Apparently there aren't many like me, if the (great drop in) ABC figures are to be believed, which is a huge shame as this great magazine doesn't deserve to die.

Being closed down post-almost-nuclear-apocalyptic court battles by disgruntled software "product developers" annoyed at reviews that still PRECIPITATE (yes) ESSENTIAL INFORMATION; being bombed out of your offices by "Michael Jackson" workers (Journalists? I don't think so), jealous of the only magazine that has got it right; they are proper ways to go. Not being bought any more, being strangled to death (even though the mag is as great as it used to be) isn't.

Readers! We can stop this! Buy multiple copies of AP! Buy friends' copies! (That is, buy some copies for your friends, not their copies; that would be silly. I hope I've punctuated that bit right.) Even if they don't have Amigas they'll still be getting a really good read (and, let's face it, purely in terms of games reviewed there isn't much about the Amiga in AMIGA POWER these days anyway.) Do it NOW or you will regret it.

That is it. Now I have spoken. Now I'm going to bed.

Dan Smith, Woolwich, London (and lots of miles from Sunderland)
danpffc@smeggy.demon.co.uk

We agree with Dan. Up to a punctuation point.

COPY OF THE IRREGULAR SHED winner

"PELLEY IN THE LATEST"

Oh, of course AMIGA POWER isn't turning into Your Sinclair. Oh no. Absolutely no way. It wasn't the YS picture of Rich Pelley in the latest Last Resort, it was a wildly new, completely different picture that just looks a little bit similar. Yes, that's it.

Steve Anderson,
Former YS contributor who can spot a pretender to the throne from, ooh, miles away. Probably. On a borrowed e-mail account too, in case things suggest otherwise. As they might. Hmmmn...
28280_0@dove.cf.ac.uk

PS: The word 'shank' is sadly lacking from this ish. Please rectify.

We hope you are not the same Steve Anderson who does the crashingly obvious YS rip-off The Irregular Shed.

"BOB THE HAMSTER"

Re: Martin Trusty's Letter in AP54,

Damn. Damn damn damn. He's figured it out. My cover has been blown. Let's look at the facts.

Zero: top amusing magazine, featured me EVERY MONTH without fail from issue 8 onwards. That is, until it closed.

The One: top amusing magazine, featured me quite a few times, then went into a death dive.

AMIGA POWER: top amusing magazine, featuring me quite a bit. Now looking peakier every single month.

The Bitmap Brothers: featured me on their *Gods* advert. Have since been consumed by a MegaGlobalSuperCorporation.

The government actually pays me huge wads of cash to weed out those magazines that are quite good, leaving the public to be brainwashed by the dullness of "Ants Eat Meagre Rations". However, you may get a delay in your demise if next issue

DO THE write thing

contains a poster of top cute furry thing, Bob the Hamster. Yes.
Ludwig Ledbury
c4pl@dmu.ac.uk

We aren't into dead rodents. Sorry.

"NASH INCIDENTALLY THAT PARADOX"

All hail to the mighty beings of AMIGA POWER, who are always right. To be exact, you are currently right about:
1) Macs are very friendly – I only stepped upon the InformationMegaFootpath an hour ago, using a Mac, and already I can send pointless e-mails to people I don't know.
2) Batman Forever is especially dreadful, throwing away all pretence at atmosphere for the sake of a few self-referential jokes along the lines of "Holy rusted metal, Batman!" "What?" "Holey. It's full of holes, see?" Also, the shadowy sets just made me wish someone would turn a light on. Bruce Wayne is a billionaire, can't he afford light bulbs?
3) Universities in general: I just got to Cambridge and already the local paper is asking us to launch some kind of protest to the council.

By the way, I'd just like to say that the "Beethoven – Badge 417" bit in the *Fears* review was: (a) totally irrelevant to anything else in the universe, and (b) one of the funniest things I've read this year. Many thanks to J Nash. Incidentally, that paradox he posed to confuse the guy who said he was always right can be solved in fuzzy logic by assigning a truth value of 0.5 to both statements. You may never know whether or not I'm making that up.
Stephen W*("hillikers" – Ed)*
saw24@cam.ac.uk

Using a Mac? USING A MAC? Have a copy of the Marathon *demo AND PLAY FOR YOURSELF THE WORLD'S GREATEST GAME ON ANY FORMAT. (Fact.) And there's nothing wrong with self-referential jokes.* (I agree. – Andrés Escobar.) *J Nash says: "When is a door not a jar?"*

"BBC WRONG IT"

In your Issue 48 contents, you write that David Barben wrote *Elite* for the BBC. Wrong! It was co-written by Ian Bell (author of previous strategy and action games) and David Barben (author of previously nothing). Compare the quality of *Elite* with David Barben's solo *Frontier* and *First Encounters*, and you will see who was the genius behind *Elite*.
199510071457.PAA14856@ns.cityscape.co.uk

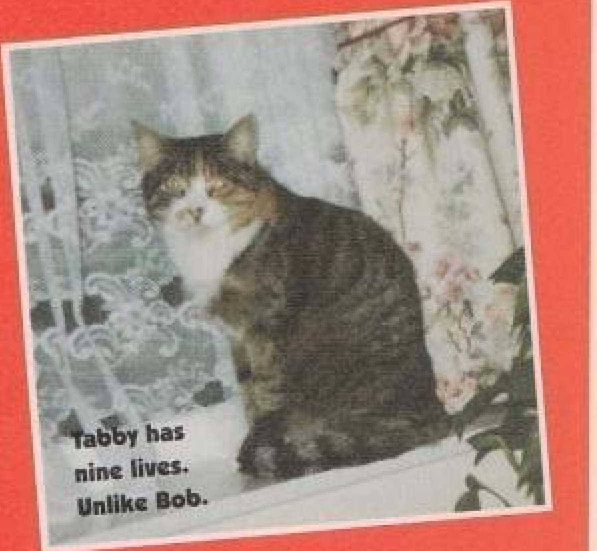
It's 'Braben' you nitwit.

DAMN GOOD THRASHING winner

"HEH SO BOB"

Dear AP,
Watch out Bob and Sparky because Tabby's in town and she hates hamsters! Henry and James (our recently deceased pets, God bless 'em) were found in little bloody pieces all around the room after they risked their lives by going out for a stroll. (I wasn't the one who let them out, honest!)

After Henry and James the hamster scene has dried up. Until now of course, heh, heh, heh. So, Bob and Sparky, you'd better keep your backs to the wall because Tabby's watching you!
Chris Luke, Exeter


Tabby has nine lives. Unlike Bob.

You heartless cretin. How can you make jokes at a time like this? We can't abide this sort of idiotic, unpleasant sniping at the expense of our dead furry pal. See the error of your ways and have Tabby put down immediately.

"DOORS OF A PREVIEW"

There's nothing worse than people who continually write in to magazines just to whinge so I thought I'd do it. I bought the game *Apocalypse* quite simply because your review said it was "*Choplifter* for the '90s" and when I first tried it I was at my friend's house (he has an A500 with 2 meg of Fast RAM) *(Uh-oh. – Ed)* and it worked fine and I enjoyed playing it and agreed with your review.

Imagine my HORROR when I tried it on my A2000 and my A1200 and got absolutely NOWHERE! ARGGHHH!! I degraded, I hacked, I disabled AGA on the 1200, I did EVERYTHING I could think of but it just wouldn't work! *(We don't understand. – Ed.)* I assumed I'd stuffed up the disks but no, I go back to my friend's house and it works fine! Naturally I sent Virgin a letter asking for assistance in this matter. No reply. I then sent Virgin another letter in case the first one had been eaten by a ravaging traffic inspector. No reply. This was over nine months ago. What a bunch of *("Ham sandwiches" – Ed)*!!

Again, upon faithfully reading your review of *Shadow Fighter AGA* I went out and bought it. I love the game but there's just one small problem. The HD installer fails to work correctly on anything but a vanilla machine. ARRRRGGGHHH!!!! Why did I buy a memory expansion anyway??? If you don't have Fast RAM many games won't work off your hard-drive, but if you DO have Fast RAM others WON'T work. *(We don't understand this either. – Ed.)* It's enough to make me think I'm still using my PC at work!!!!

Oh yeah, and just my two cents' worth on the whole Team 17 thing. How would the movie world react if the makers of the film waited outside the doors of a preview and refused entry to any critic who hadn't favourably reviewed their last three films? It's totally ludicrous.
Stephen Lewis, Victoria, Australia
clewis@deakin.edu.au

Film studios merely 'forget' to invite certain people, or (a-ha!) don't hold press previews at all. WITHOUT EXCEPTION, the films involved are STAGGERINGLY TERRIBLE. And we'll carpet-bomb the next person who writes using multiple punctuation marks.

"OR EVEN 240"

Hello AMIGA POWER,
Amigas are now in the shops for £400. Not £200, or even a more reasonable £300, but £400. Isn't that a bit expensive? That's the price of about 13 top-class games (not that there are many top class games at the moment) or 27 budget titles or even 240 Big Macs. Now, sure, Escom are a good load of people for saving the Amiga, but £400 is just too much. People won't pay that amount of cash.

The reason the Amiga was such a success in the first place was because it played good games for a decent price, but now with PC's coming down to a reasonable price, and the new 'next generation consoles' coming into the market, the Amiga is turning into a C64.
A seriously *("Mineral water with a twist" – Ed)*-off Amiga User
AceAlex@ctec.rmplc.co.uk

"DONALD PLEASANCE V2"

Dear AMIGA POWER,
Escom? Escommodore more like. Yes, it is quite clear what Amiga Technologies GMBH are going to do – make as much money out of the existing machine as they can, then let it fade away. Money in the bank, a job well done.

They don't want the Amiga to compete with their booming PC business, so no CD-ROM, no extra RAM, no 030 processor as standard. *(Helppp. – Ed.)* The man from Escom, he say, "No!"

Jonathan Anderson is David 'Donald' Pleasance V2. It won't be long before he's tucking into Danish swirls and has his own column in AF, SO HE CAN LIE TO THE WORLD. He says, "Educational content!" I say, "Bog off Jonathan. I want games!" Am I bitter? Yes, I'm very *("Waddingtons, the popular board game manufacturer" – Ed)*.

Oh, and just in case the latest ABC figures don't start picking up in the next few months, I've started saving up for the £10 souvenir issue of the last AMIGA POWER ever.
Enough already,
Alex Smyth, Sheffield

Ten pounds? The 6p coverdisks will push it up to at least £13.50.

"RATHER MORE QUICKLY THAN USUAL"

Dear AP,
Rich Pelley is a traitor. It is he who is bringing

➤

about the premature death of the Amiga. Not only has he been contributing to PC magazines (aarggh) he has been working undercover by penetrating the roots of your hallowed magazine.

His plan was simple: by using the tips he compiles, Amiga fans will finish their games rather more quickly than usual, and so playing them less. He must, therefore, be stopped at all costs! Let's unite against him before it's too late. Please.

Yours,

Pedro 'Nightstalker' Pinto

You are right. We've fired Rich as of this month. Thanks, 'Nightstalker.'

"A COUPLE OF SLICES OF LETTUCE"

Dear AMIGA POWER,

Bob would be very nice in a wholemeal bap, with lots of mayo and a couple of slices of lettuce. Come to daddy, Bob.

Yours,

Dexter Fletcher, Sheffield

Stop it. She's dead. DEAD. Stop it. STOP IT.

"IIIT YESSS BELIEEEVE"

Dear AMIGA POWER,

Be seduced into submission by the silky smooth tones of…

THE TEMPTRESS

I've jussst bought Wiiinddows 95 for myyy wonderrrful PC. It's brilliant, yooou know. Buy iiit. Ssso user-frrriendly, ssso sstylish. Buy iiit. Much better than the Maaaac. It'sss the best operrrating sssystem ever. Buyyy iiit. Yesss. The graaaaphicsss, the text, the ssspeeeed… oooooh. Yesss. Buy iiit. And it only cossts mumble mumble, and it only takesss up murmur murmur of yourrr haaard drive spaaace. Sssso much better than the Aaaaamiga. Buy iiit. Yess. The Rolling Sssstones use it tooo, you know. Buy iiit. Yesss. Belieeeve the hyyype. Yesss. Yesss. Yesss.

Yours temptingly (via the information super-A96),

Malcolm Fraser, Elgin, Scotland

Oh, shut up.

"AND IT'S 30"

To my dearest AP,

During the last 22 months, there were

- 17.8 less pages
- 1.8cm less width
- 0.2cm less height
- 17.4 less reviews

and it's

- 30p more.

Richard Walton went to Newquay and this is the postcard he sent us. From there.

Now then, what do these figures show? That it's becoming less mag for more cash? Yup! Or is it? Or IS it? OR IS IT? No, actually, it isn't. In total it made me laugh 37.5 times more! So that cancels it all out! Phew! That WAS close. ESSENTIAL, yet boring, INFORMATION HAS BEEN DISSEMINATED! Natch.

Scott Towler, Mansfield

In fact it is.

"THE PRICE OF AP"

Dear AP,

Listen to me! Think before you say, "*Doom* on the Amiga is great." Don't you mean, "*Doom* on the Amiga 1200 is great?" Get it right. You tempt us and then tell us it is only available to 1200 owners. *(Except* Citadel *is coming out for the A500. And* Gloom. *– Ed.)*

This brings me on to another popular subject, namely the price of AP. Everyone writes to you complaining BUT YOU HAVEN'T DONE ANYTHING ABOUT IT. After hours of research, I have found that you have two options:

1. Chain yourselves to the door of the Head Office of the SinisterGlobalMegaCorporation (though this could get messy if they have revolving doors).
2. Find a LessSinisterGlobalMegaCorporation to publish AP.

Cheerio,

Alex Lyne, Waterlooville

DONNY THE DIMETRODON winner

"CALVIN THE CAMEL, PINNY THE HEDGEHOG"

Cooee Powersters,

Thanks to Alistair Davie for his support but I would like to point out that as far as I know, he is not with me at all. There are several of my friends with me at the moment – let me have a check. There's Roosevelt the teddy bear, Percy the penguin, Scruffy the scruffy dog, Calvin the camel, Pinny the hedgehog, Flopsy Psychobunny and Big scary spider (who is very big, undoubtedly scary and, unsurprisingly, a spider). But no Alistair Davie. He must be somewhere else then. Glad he agrees with me though. Toodle Pip.

Henry the Lion, Bromley

Henry the Lion – we salute you.

"YOU LAZY BASTARDS"

Hello,

I have been a reader of your mag since issue one. Now I'm *("Terry Scott will be sadly missed" – Ed)* off with you and your attitude towards your readers. I own an A500 and can't afford to upgrade. Most of your demos are now A1200-only, therefore I am wasting my money on your magazine. I don't like your self-centred, bitching comments and your mag is full of utter *("Sympathise with the refugees' plight" – Ed).* If there aren't many games to review do something about it. Review loads of PD games for instance. You lazy bastards. Why increase the price, reduce paper size and reduce page numbers then? You *("Proper care leaves cars whole" – Ed).* I've had enough of your *("A pity The Usual Suspects wasn't a hit" – Ed).* £4.25 for a review of on average one game is not value for money. And your jokes aren't funny and the other articles aren't interesting. Don't you wonder why the number of readers has decreased by a third in six months?

I hope you all kill yourselves in a rather nasty manner, as you should be ashamed of yourselves. You say that you're the readers' friends. Bollocks! You rip us off the worst.

Get better,

Dominic Miller

shu95dam@reading.ac.uk

We ARE your friends, you filthy-mouthed oik. The price of the magazine is ABSOLUTELY NOTHING to do with us – it is set by people in important suits with whom we have argued to no avail. We can't change the price or issue size, or successfully point out the farcical asininity of replacing "Your Guarantee of Value" on the cover any more than they can tell us, for example, what mark to give a game. You wouldn't moan to director Ken Loach that your local cinema had charged you £5 (or whatever) to see Land and Freedom, would you? And, as we keep saying, we're clearly bound by what's coming out as regards what demos we can get, and the A1200 is the machine companies sticking with the Amiga are writing for. When there's a non-A1200 demo to be had, we'll put it on. If we like it. And it's not from Team 17, obviously, because they hate us. Or Alternative.

"STUART CAMPBELL'S GONE OFF"

Dear AP,

So Stuart Campbell's gone off to form a playtesting

DO THE write thing

agency, so that *Rise of the Robots* will never happen again.

This from the man personally responsible for *Cannon Fodder 2*. Hmmm.

Yours shortly,
Brett Davids, Loughborough

"THOSE RASCALLY AP KIDZ TO MYSELF"

Hey people,
I have a bone to pick with you, for I feel I have been victimised by your good selves. It's not a serious bone (like, say, an elephant's femur), more like one of those annoying little bones you get in cod fillets. But I digress. Frequently.

Anyway, in some reasonably recent issue of your magazine you printed one of my letters and then HAD A GO AT ME for never mentioning Amiga games, which, while true, did not seem to stop you from printing several other letters by other people who also did not mention Amiga games. But! These people were not HARSHLY CRITICISED.

Normally I would just shrug off such bullying, chuckling "those rascally AP kidz" to myself with a rueful shake of my head. But in the issue immediately prior to the one in which I was SET UPON, you had printed another of my letters (which, coincidentally, also had nothing whatsoever to do with Amiga games), and had awarded me an AP T-shirt for it. Fickle! Fickle!

Of course, I have now learned the error of my ways, and will in future restrict my letters entirely to the issue of games (but on the Amiga). I need only look to the news section of the same issue in which you VERBALLY GAVE ME A KICKING for inspiration, where you had articles about such Amiga-game-related-matters as "Who shot Mr. Burns?" in The Simpsons, and how awful Batman Forever is. Once again, in your own parlance, I win.

A lesser man would at this point make a rude gesture in your direction, and cry "I'm not playing any more, you're not nice to me!" But that would be really immature, eh, Team 17?

Incidentally, when I was walking to work this morning, I passed HMV, and in the window they were advertising Simply Red's new album called "Life". So now even Simply Red fans can get a life. Sorry, it's late.

Mat
mjr1008@hermes.cam.ac.uk

Some fair points, sensibly made. Give us our T-shirt back.

"TWO DAYS IN DIRECT SUNLIGHT"

Dear AP – The Leaflet With Attitude,
After picking up issue 54 I started to cry. Not because the magazine was so small and expensive, but because I was peeling an onion. However, if the price isn't dropped soon the readership will have gone down further than a *("The icy trumpet could give only a frosty toot" – Ed)* in the back of Hugh 'FLOPPY' Grant's car.

Anyway, that's enough complaining. Now on to the main topic of the letter – TIPPEX™. If we can put a man on the moon, why can't we get Tippex™ which matches the colour of paper? And no matter how long you leave it to dry, it's never long enough. I once left it to dry for two days in direct sunlight (not for the entire time – obviously) and when I tried to write on it, it still got stuck all over the end of my pen. What a tweed hat.

Another annoying thing is the saying "dead good" to describe something the sayer finds agreeable. I mean, how can something be good, if it's dead? Death is clearly NOT A GOOD THING *(I agree. – Andrés Escobar)* so if it's "dead good" it must be good, but at the same time not so, if that's at all possible.

Yours most Royally,
HRM The Queen (Liz), London

"Leaflet With Attitude." Good one, your maj. Hope you don't get shot at again when riding your horse.

"HUNTLEY HAS BORNE A SON"

Dearest Do,
Done something to your hair? No, on you it works. Some people don't need film stills to get themselves noticed, do they? Class, you see.

Anyway, first let me say well done to whoever got the *Karts* demo. After the eternal triangle of *Doom*-alikes I think (baselessly, I admit) that the karts game was what most Amiga gamers wanted to get a look at. I assumed that Amiga Format would probably covermount a demo, as they can use their circulation to beat the carp (I like that typo. It stays) out of your coverdisks when the two of you approach the software houses. Nicely done.

Second; *Worms* and the Amiga. Doubtless you've seen a demo of this on the PC and know it to be litigatingly close to *Scorched Tanks* – and it's hard to come by higher praise than that. It also has that graphical style which suggests that, just like *Cannon Fodder*, it'll look even better on an Amiga screen. Any news?

Third, and most important, you and Team 17. That the nobility of the Amiga scene should continue with this feud is senseless, yet we all know how difficult it is to end bad situations like this. I suggest we look to how the great houses of the past overcame ingrained hostility. Marriage. Mix your blood and the problem dissolves.

I therefore suggest that your own Sue Huntley gives herself to Tim Smith. Obviously this would be a political marriage, and no unreasonable demands should be made. After Mrs Smith (née Huntley) has borne a son, she and Mr Smith can live largely separate lives – appearing together only for major trade shows, etc.

Come on, Sue, e-mail him your hand now on gashead@cix.compulink.co.uk – I bet he's worth a few bob too.

Yours, raising a glass,
M Proops, Wolverhampton

Coverdisk compiler Paul accepts your appreciative comments with characteristic modesty. Worms is coming out in December. We'd imagine.

"YOU HAVE YOU WHAT"

Dear AP,
HAVE YOU GOT SOMETHING AGAINST BISEXUAL RODENTS? Have you? HAVE YOU?! What is wrong with Sparky, my hamster, having strong feelings towards other female hamsters (ie Bob)? Surely what matters is that she is happy, and she wants to be with Bob.

David Whitley, Loughborough

Right, get the shovels out.

AND ANOTHER THING...

Why does the french word 'chateau' mean 'castle' and not 'cat water'?
Stu Pieldpratt

Hi Tom.
Rory Waite
rory@youngone.demon.co.uk

This one's for you, Tommer.

Don't you just hate it when people throw chewing-gum on the floor?
Alex Smyth, Sheffield

Well, it's cheaper than buying it.

By the time you read this I will have left the warm confines of my current existence to begin a Computer Science degree.
Andrew Earle, Ferndown, Dorset

Bet your college is nothing like St Jim's.

Say the word 'good' sounds funny after a 100 times! It could be any like 'beetroot' but not words too long.
What Gumpf Olaf, Sheffield

You used the phrase "a 100" in cold blood. YOU AND YOUR FAMILY MUST PAY.

And now episode three of Maniac Coconut Crusher Angel Woman Hits Manhattan and Eats Overgrown Sausage-Inflating Wombat Ko-Ko Furry Gerbil Curry Man 7 Part 78 Sector 4 Volume 12 Gas Mark 4.
NIKNAK: Okay – let's run.
KIKYU: Huh?
James Wilkinson, Farsley

Have a part of Do The Write Thing called 'Facsimile Fun' or 'Faxy Frolics' or even 'Send Us A Fax Jim!'
Sean Brew, Ruislip

I think your "Hello" cured George's flatulence – she's much better (and bigger) now, thanks.
Kevin Evans, Derby

Will "Goodbye" bring it back? Goodbye.

AND THAT ADDRESS,

chums and pals, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

You could e-mail us at:
ampower@futurenet.co.uk,
but we'll only reply in these pages. HEED OUR FINE WORDS.

To advertise in

Amiga Power

call

Diane Clarke

on

(01225) 442244

Raven Software
PD FOR ALL AMIGAS
All Disks 60p
Raven Software (AP)
6 Railway Terrace
Holgate
York
YO2 4BN
Tel 01904 622416

MÔN PD
The Island of DISKovery
FREE 2 DISK CATALOGUE
9 Lon y Wylan, Llanfairpwll,
Ynys Môn, North Wales LL61 5JU
Tel: (01248) 714591

AmiCom PD

★ SPECIAL OFFER ★
ALL GAMES & OTHER PD DISKS ONLY 50p EACH
Send 2 First Class STAMPS or 50p for our CATALOGUE DISK
Make Cheques/Postal Orders payable to:
AMICOM PD
Dept AP, 22 Church View Close, Havercroft,
Wakefield, West Yorkshire WF4 2PH. Tel: 0421 682227
LONG LIVE THE AMIGA

PD CITY

- Quality Public Domain & Shareware software, including the very best demos, anims, games and utils. Also a large selection of graphic files, 3D objects, samples and modules.
- New Files obtained daily from BBS's around the country and also from the Internet.
- Over 5,000 disks to choose from.
- Disks only £1 each, 75p P&P per order

Printed catalogue available
Only £1 inc P&P

CONTACT: PD CITY, PO BOX 29, WIDNES, CHESHIRE WA8 9ZS
TELEPHONE: 0973 508749

Southern Shareware
PD + Shareware for Amigas
Also various hardware items
2 disk catalogue £1-50
Southern Shareware
7 Stockheath Road, Leigh Park,
Havant, Hants PO9 5HE
Tel: 01705 642666

FAST AMIGA REPAIRS

FAULTY TROUBLESOME COMPUTER??

CALL FOR COLLECTION OR PERSONALLY DELIVER TO THE EXPERTS FOR FAST RELIABLE REPAIR OF YOUR AMIGA

FOR ONLY

£24·99 + PARTS

* NO OBLIGATION FREE QUOTE

WE REPAIR TO COMPONENT LEVEL
A500, A600, 1200, 1500, 2000, 3000, 4000 & CD32

★ FREE GIFT WITH EVERY REPAIR ★
PLEASE SPECIFY

MOUSE MAT	☐
MOUSE HOLDER	☐
DISK CLEANING KIT	☐
ADD £5 REPLACE MOUSE	☐
ADD £5 JOYSTICK SEGA STYLE	☐

BARGAIN HARD DRIVES

FITTED 85–500Mb	Call
EXCHANGE SERVICE	
MODULATORS	£19·50
PSU	£19·50
DISK DRIVES	£25·50
KEYBOARDS	£25·50

*95% SUCCESS RATE ON ALL COMPUERS
*DOOR TO DOOR COLLECTION OF YOUR COMPUTER
ANYWHERE IN THE UK
142 TANNER STREET, TOWER BRIDGE, LONDON SE1 2HG
Call FAST on 0171 252 3553
E-MAIL PETER@FASTCOMP.DEMON.CO.UK

FREE GAMES CHEATS **FREE** 1.4 EMULATOR
ON ALL ORDERS

UNDERGROUND PD

FREE LIBRARY DISK **FREE** POST & PACK
ON ALL ORDERS

PLATFORM GAMES
☐ 1017 GLASSBACK V2
☐ 980 A12 KELLOGS LAND
☐ 020 LEMMINGS ARCADE
☐ 791 DOCTOR STRANGE
☐ 715 SUPER BLUE KID
☐ 961 JUDGEMENT DAY
☐ 1036 NESQUICK GAME
☐ 1161 VIRO-COP

SPACE BLASTERS
☐ 1083 DE-GALAGA 2.5
☐ 911 SOLO ASSAULT
☐ 906 OBLITERATOR
☐ 805 TRANS-PLANT
☐ 596 GORF INVADERS
☐ 343 CYBERNETICS
☐ 679 STAR-RIANS
☐ 548 CAFFEINE FREE
☐ 1139 TRACER NOT 1.3
☐ 1158 THESIUS A12
☐ 1175 GALAGA A12 HD

ARCADE GAMES
☐ 555 HUGO V2 5 DISK
☐ 875 MISSILES 2 DISK
☐ 976 BEAVIS & BUTTHEAD
☐ 429 ZOMBIES APOCAL
☐ 870 ROCKETZ A1200
☐ 975 SUICIDE MACHINE
☐ 273 KELLOGS EXPRESS
☐ 912 RUDOLF – SANTA
☐ 916 GAME HOI A1200
☐ 1062 M.A.S.H. V1
☐ 1052 CHAR V1
☐ 1131 PALS NOT 1.3
☐ 1168 S-TANKS V185

P.D. VERSIONS
☐ 024 ELF & PP HAMMER
☐ 025 HUNTER PLUS
☐ 022 GODS-T/MACHINE
☐ 026 ROBOCOP-T/RECALL
☐ 522 OSCAR CD A1200
☐ 815 LEMMINGS PACK
☐ 027 CHUCK ROCK-ICE
☐ 1075 A1200 ELFMANIA

COMBAT GAMES
☐ 941 FATAL BLOWS
☐ 938 MARTIAL SPIRIT
☐ 290 FIGHT WARRIORS
☐ 930 A.B.H. A12 6 DISK
☐ 492 KARATE WARRIORS
☐ 1068 2DSK CYBERFIGHT
☐ 1169 PSYCHEUL NO 1.3

CLASSIC GAMES
☐ 225 BOMBJACK NOT A12
☐ 011 ASTEROIDS
☐ 693 MISSILE COMMAND
☐ 778 OVERLANDER
☐ 692 SPACE INVADERS
☐ 308 DONKEY KONG ALL

DRIVING GAMES
☐ 951 FLAMING ENGINES
☐ 469 THE ROAD TO HELL
☐ 735 AUTOMOBILES
☐ 613 HIGH OCTANE 2
☐ 1072 SUPER-DRIVE
☐ 1067 SKID-MARKS V2
☐ 1055 3DSK HYPER-RACE
☐ 1059 MANSELL NOT 1.3
☐ 1057 A12 TURBO-JAM
☐ 1132 A12 LAST LAP

SIMULATORS
☐ 1008 7DSK TOM CAT H/D
☐ 926 HELICCPTER
☐ 332 SEALANCE-SUB
☐ 811 CAR MANIACS
☐ 544 AIR WARRIOR
☐ 333 BATTLE CARS V2
☐ 1133 M. F. TANKS

SPORT GAMES
☐ 1014 CRAZY GOLF
☐ 366 GOLF 18TH 2 DISK
☐ 822 CRICKET AMOS V2
☐ 630 TEN PIN BOWLING
☐ 104 FUTURE FOOTBALL
☐ 686 SPORT CHALLENGE
☐ 1171 2 DSK C. ANGLER

HINTS & CHEATS
☐ 1000 S.M.G.T.C. 95
☐ 418 1000 CHEATS
☐ 931 BACKDOOR V3
☐ 821 PASSWORD MANIA
☐ 813 GAME TAMER V4.5
☐ 820 MEGA CHEATS
☐ 681 SIERRA SOLUTIONS
☐ 1118 UP TO DATE V1
☐ 1143 NOSTROMO V5

OVER 18 GAMES
☐ 101 TERROR LINER V1
☐ 712 TERROR LINER V2
☐ 997 2DKS ADVENT 1
☐ 1001 2DSK ADVENT 2
☐ 1081 ADULT TETRIS
☐ 1145 ADULT NUMBERS

TETRIS - COLUMNS
☐ 294 KLACK-TRIS COLMS
☐ 107 TWIN-TRIS TETRIS
☐ 390 DIZZY DIAMONDS
☐ 293 DR-MARIO COLMS
☐ 971 SPELL-TRIS
☐ 964 TEAM TETRIS
☐ 626 MEGA-BLOX TETRIS
☐ 013 TET-TREN TETRIS
☐ 597 TETRIS PRO
☐ 611 HOT-BLOX TETRIS
☐ 657 ZYNX COLUMNS
☐ 1074 STATIX NOT 1.3
☐ 472 GAMEBOY TETRIS

PAC-MAN GAMES
☐ 923 BOMB32 PAC/M A12
☐ 230 SUPER PAC MAN
☐ 102 LADYBUG PAC MAN
☐ 592 PAC MAN RETURNS
☐ 252 YUM YUM PAC MAN
☐ 397 DELUXE PAC MAN
☐ 1070 PLAT-MAN
☐ 1096 PUC-MAN
☐ 1138 A12 CYBER MAN

BREAK-OUT & PONG
☐ 003 MEGABALL V1
☐ 459 MEGABALL V2
☐ 559 MEGABALL V3 NOA5
☐ 007 BATTLE PONG
☐ 421 REBOUNDER PONG

BOULDERDASH GAMES
☐ 731 HAUNTED MINES
☐ 254 EMERALD MINES
☐ 121 MARATHON MINES
☐ 351 ROYAL MINES
☐ 391 DIZZY LIZZY MINES
☐ 480 BLUE DIAMONDS

PUB-CLUB GAMES
☐ 1073 CARD PACK
☐ 598 PIN BALL NOT 1.3
☐ 222 FRUIT MACHINE
☐ 932 MEGA FRUITS
☐ 010 POKER ARCADE
☐ 375 CARDS SOLITAIRE
☐ 1073 CARD PACK
☐ 560 DARTS NOT 1.3
☐ 497 WINNING POST
☐ 1112 A12 CARDS V3
☐ 1140 A12 3DSK POKER

BOARD GAMES
☐ 910 NEW MONOPOLY STAT
☐ 032 MONOPOLY USA
☐ 631 SCRABBLE
☐ 296 RISK (GLOBE-WAR)
☐ 015 WAR ANIMATED
☐ 476 CHESS GAMES

ADVENTURE GAMES
☐ 1019 ADVENTURES 3
☐ 1018 MORIA VERSION 3
☐ 116 STAR TREK 2 DISK
☐ 482 BLACK DAWN
☐ 297 NEIGHBOURS 2 DISK
☐ 962 FEARS A1200 DOOM
☐ 954 D.O.N A1200 3 DISK
☐ 1038 SEED OF DARKNESS
☐ 1087 A12 ENDURANCE
☐ 1136 A12 FEARS V2

STRATEGY GAMES
☐ 967 COL-CON V2 NOT 1.3
☐ 968 KINGDOMS AT WAR
☐ 810 TASK FORCE
☐ 876 GLOBAL NUKE WAR
☐ 1170 2DSK A12 LORDS

PUZZLER GAMES
☐ 953 CHANEQUE 2 DISK
☐ 914 JINX A1200 2 DISK
☐ 859 TEN PUZZLES NOA12
☐ 1066 MINDBENDERS V1

MANAGER GAMES
☐ 868 THE SUPER LEAGUE
☐ 876 SCOTTISH LEAGUE
☐ 310 TOP OF THE LEAGUE
☐ 668 USA 94 SOCCER CDS
☐ 404 METROS MANAGER
☐ 321 AIRPORT
☐ 322 MICRO MARKET
☐ 443 SLAM BALL
☐ 817 BLOOD BALL

QUIZ GAMES
☐ 1031 5DSK STAR TREK
☐ 716 POP MUSIC QUIZ
☐ 309 THE QUIZ MASTER
☐ 462 WHEEL OF FORTUNE
☐ 1033 TAZ QUIZ NOT 1.3

LOGIC GAMES
☐ 603 EXIT 13
☐ 119 DRAGON'S TILES
☐ 112 DRAGON'S CAVE
☐ 323 OXYD LOGIC
☐ 530 OTHELLO
☐ 1037 MARBLES GAME
☐ 1035 ATOMIC GAME

AMIGA LEISURE
☐ 1027 COP THE LOT PRO
☐ 940 LOTTERY WINNER
☐ 205 AMIGA PUNTER
☐ 228 PERM CHECKER
☐ 886 LEAGUE EDITOR
☐ 1134 THERAPY NOT 1.3

A1200 MEGADEMOS
☐ 1015 2DSK TAZ-QUEEN
☐ 1104 2DSK OXYGENE 2
☐ 1010 ROOTS 18
☐ 995 ZOOT JE
☐ 782 COMPLEX REALITY
☐ 996 SOUL KITCHEN 2 DISK
☐ 963 2 DISK SWITCHBACK
☐ 1130 ROOTS V2
☐ 1146 FULL MOON

AMIGA MEGADEMOS
☐ 1084 ASCII NOT 1.3
☐ 460 TEKNO RAVE
☐ 430 2 DISK DATA X
☐ 217 MEGA ALCATRAZ
☐ 269 DIGI INNOVATION
☐ 449 2 DISK 9 FINGERS
☐ 262 2 DISK PREDATORS
☐ 1114 FUDGE AGA
☐ 1087 SHAKKA LAKKA
☐ 1105 OXYGENE V1
☐ 1104 2DSK OXYGENE
☐ 1120 2DSK TAZ-QUEEN 2
☐ 979 PREACHER NOT 1.3
☐ 1016 TAZ GAZ

A1200 SLIDE SHOWS
☐ 740 4 DISK MANGA
☐ 507 5 DISK WEIRD/SCI
☐ 1040 3DKS AGA GIRLS

AMIGA SLIDE SHOWS
☐ 1107 5DSK BOLDLY GO
☐ 704 REVELATIONS
☐ 061 PAT NAGEL'S GIRLS
☐ 918 ERIC'S GIRLS 2 DISK
☐ 936 AVIATION HISTORY
☐ 1060 3DSK LION KING
☐ 1117 2DSK TREK GUIDE

ARTWORK PACKAGE
☐ 465 KIDS PAINT
☐ 664 FUSION PAINT
☐ 063 ULTRAPAINT
☐ 349 SPECTRA COLOUR
☐ 748 ILLUSION PAINT

ARTWORK PROGRAMS
☐ 1026 JPEG-GIF-VIEWTEK
☐ 071 GRAPHICS CON KIT
☐ 070 GRAPHIC UTILS
☐ 133 FRAC LAND BUILD

ANIMATIONS
☐ 080 VIRTUAL WORLDS
☐ 084 PUGGS IN SPACE
☐ 233 COOL COUGAR
☐ 651 FAIRLIGHT 242
☐ 302 ODYSSEY 5D NOTA12
☐ 831 RED DWARF
☐ 475 BAIT MASKING
☐ 463 MR POTATO HEAD
☐ 474 MISS MAMSELLE A12
☐ 865 TAROT MASTER 2 DISK
☐ 861 AMY AT THE MOVIE
☐ 271 NEWTEK V2 2 DISK
☐ 347 NEWTEK V3 2 DISK
☐ 187 ANIMATION STUDIO

AMIGA VIDEO
☐ 329 VIDEO INSCRIPT
☐ 790 VIDEOTRACKER 5 DISK
☐ 148 S - MOOVIE

MUSIC MAKERS
☐ 1099 QUADRAPLAYER
☐ 220 FUNK KEYBOARDS
☐ 431 RAVE KEYBOARDS
☐ 661 MED WORKSHOP 4DISK
☐ 202 MED V3.2
☐ 204 SOUNDTRACKER
☐ 729 DRUM MACHINE
☐ 787 SONIC DRUM KIT
☐ 866 OCTAMED TUTOR
☐ 738 OCTAMED V2
☐ 618 MUSIC DATABASE
☐ 981 AUDIO ENGINEER

CLASSIC – POP
☐ 1088 MELLOW CD MIX
☐ 201 PIANO CLASSICS
☐ 234 VIVALDI 2 DISK
☐ 342 AMIGA-DEUS
☐ 213 DIGI CONCERT V2
☐ 248 EXPRESSION V2
☐ 473 RHYTHM'S DANCER
☐ 1029 COTTONEYE SONG
☐ 1147 JUKE-BOX

SAMPLES – MODS
☐ 660 KORG 01W 8 DISK
☐ 218 HOUSE 2 DISK
☐ 206 SELECTION 7 DISK
☐ 647 SOUND FX 3 DISK
☐ 619 DRUMS 2 DISK

AMIGA EMULATION
☐ 1005 TUDE NOT 1.3
☐ 891 B.B.C. MICRO
☐ 423 2 DISK SPECTRUM
☐ 889 PC EM 2 DISK
☐ 327 ACTION REPLAY
☐ 378 A600 NUMBER PAD
☐ 719 4DKS C64 + GAMES
☐ 955 V3-V2 TO V1.3
☐ 414 V2.0 TO V3.0
☐ 313 V1.3 TO V2.0

DISK COPIERS
☐ 380 NIBBLER (NIB)
☐ 727 MULTI TASK (MT)
☐ 158 X.COPY PRO
☐ 357 COPY AND CRACK
☐ 325 LOCKPICKER V2
☐ 416 MAVERICK V5

HARD DRIVERS
☐ 501 R/D PREP A1200
☐ 779 W/B 3 INSTALL
☐ 780 W/B 2 INSTALL
☐ 621 H/D STACKER
☐ 665 MR BACK UP PRO
☐ 490 8 DISK MAGIC W/B
☐ 533 H/D SUPERLOCK
☐ 1141 GAME INSTALL V3

PRINTING
☐ 065 AMIGA FONT 7 DISK
☐ 100 PRINTER DRIVERS
☐ 048 PRINTING STUDIO
☐ 345 BANNER MAKER
☐ 243 AWARDMAKER 5 DISK
☐ 057 TEXT ENGINE V4
☐ 393 LABEL DESIGNER
☐ 394 INVOICE PRINT
☐ 437 EDWORD TEXT ED
☐ 749 FORM PRINTER
☐ 1173 H.P. DRIVERS
☐ 1172 CANNON DRIVERS
☐ 1174 EPSON DRIVERS

AMIGA BUSINESS
☐ 832 DATABASES 2 DISK
☐ 092 ACCOUNT MASTER
☐ 240 ADDRESS BOOK
☐ 691 DAILY DIARY
☐ 470 LITTLE OFFICE
☐ 244 SPREADSHEET
☐ 535 UK S.T.D. CODES
☐ 1121 REM-DATES

COLOUR CLIP ART
☐ 637 6 DISK COL/BRUSH
☐ 633 7 DISK CLIP ART
☐ 901 9 DISK WORLD MAP

MONO CLIP ART
☐ 172 15 DISK PORTFOLIO
☐ 558 7 DISK CLIP ART

AMIGA MODEM
☐ 413 N. COMMS V3
☐ 079 OPTICOMMS V2
☐ 690 TERM 2 DISK
☐ 801 DMS PRO

PROGRAMMERS
☐ 288 A-BASIC TUTOR
☐ 481 ABOUT AREXX
☐ 722 TONS OF AMOS
☐ 1067 AGA DATATYPES
☐ 1034 DION AGA TOOLS

DO IT YOURSELF
☐ 239 SLIDESHOW MAKER
☐ 381 ADVENTURE MAKER
☐ 808 MAKE A DISK
☐ 242 MENU MAKER
☐ 585 2 DISK PARNET
☐ 1032 MAX B.B.S. KIT
☐ 1122 AGA TESTER

VIRUS CONTROL
☐ 506 A1200 VIRUS
☐ 160 M.V.K. PLUS

AMIGA UTILITIES
☐ 1076 AGA TOOL-BOX
☐ 612 4 DSK TOOL KIT

DISK & SYSTEM
☐ 166 SYSTEM TESTER
☐ 467 FILE UNDELETE
☐ 194 DISK OPTIMISE
☐ 356 ENGINEER'S KIT
☐ 245 FIX DISK
☐ 168 HARDWARE MANUAL

AMIGA EDUCATION
☐ 766 GEOGRAPHY
☐ 532 MATHS 5 DISKS
☐ 644 ENGLISH 4 DISK
☐ 486 LANGUAGES 4 DISK
☐ 270 PLANETS 6 DISK
☐ 304 ENGINES 5 DISK
☐ 059 AMIGA TUTORIAL
☐ 1125 2DKS GLOBE FACTS
☐ 1123 WORLD HISTORY
☐ 1129 G.B. ALMANAC

DISKS COST £1.25 EACH, NO MINIMUM ORDER, ALL VIRUS FREE AND USER FRIENDLY
All Games are on 1 disk and run on all Amigas unless otherwise stated.
PICK AN EXTRA DISK FOR FREE WITH EVERY EIGHT DISKS YOU PURCHASE

UNDERGROUND P.D., 54 CARMANIA CLOSE, SHOEBURYNESS, ESSEX SS3 9YZ. Tel: 0702 295887

Name: .... Amiga Model: ....
Address ....
.... Postcode:

THE BOTTOM LINE

Aren't breakfast cereals rather like Amiga games? Sure, there's a vast selection of both to choose from but only a select few are a bit tasty, while the others leave you reaching for the Settlers. We fill your bowl.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Multi-Grain Cheerios ★★★★★ Jordan's Tropical Crunch
★★★★ Frosties ★★★ Weetabix
★★ Porridge ★ The milk that turned chocolatey

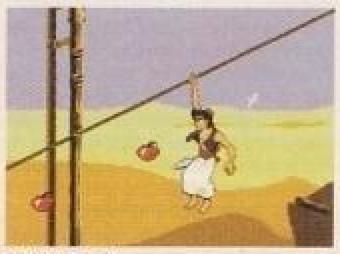
The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year.

WHO'S WHO CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster

AKIRA
Ice £30 (£35 CD32)

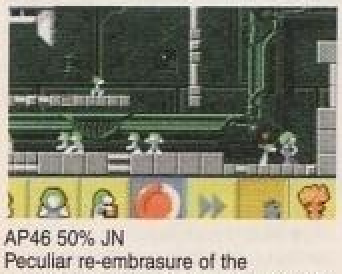
AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30



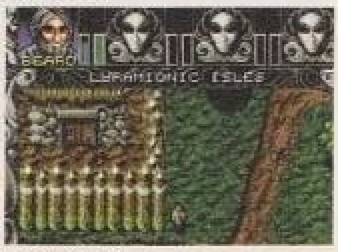
AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36



AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £15

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

ATR
Team 17 £25
AP48 38% JN
Overdrive 2 via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines*. ★★

BASE JUMPERS
Grandslam £26

AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

BATTLETOADS
Mindscape £20

AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BEHIND THE IRON GATE
Black Legend £25

AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BLOODNET A1200
Gametek £35

AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

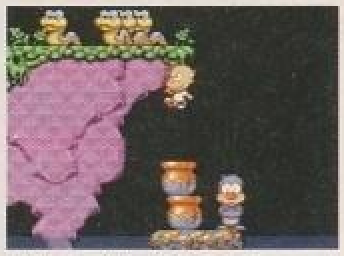
BLOODNET A500+
Gametek £30

AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

BRUTAL
Gametek £20

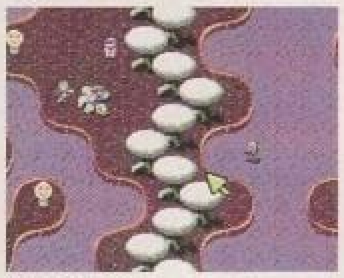
AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)
★

BUBBLE AND SQUEAK A500
Audiogenic £26
AP45 83% JN
Properly taking note of the ➤



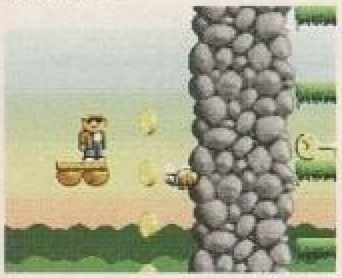
criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

CANNON FODDER 2
Virgin £30



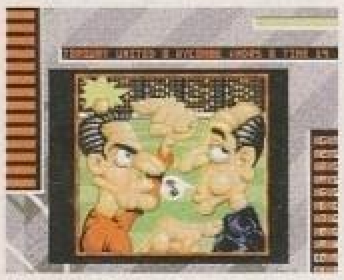
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

CHARLIE J COOL
Rasputin £20



AP43 45% PM
A below-average platform game. ★

CLUB AND COUNTRY
Boms £30

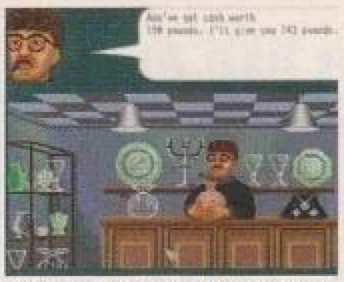


AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner.
★

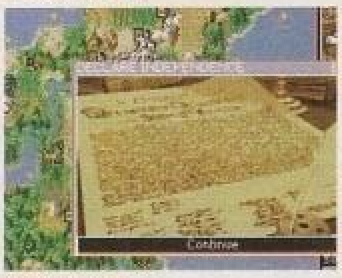
CLUB FOOTBALL: THE MANAGER
Teque £30

AP43 52% PM
A 2%-above-average football management game. ★

THE CLUE
Neo £30
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) How about *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★



COLONIZATION
Microprose £35

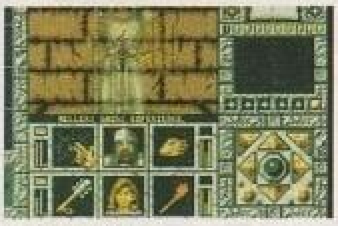


AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35

AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL
Empire £35

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.*
★★★★

DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

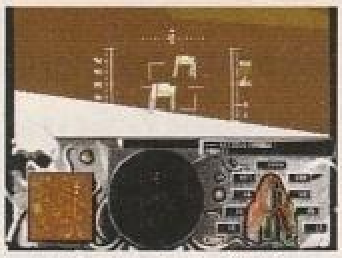
DRAGONSTONE
Core £30

AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

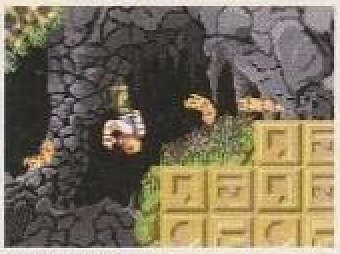
DREAM WEB
Empire £35

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

EMBRYO
Black Legend £26
AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★



EXILE A1200
Audiogenic £30



AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the 'keyboard madness' controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32
Millennium £30

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

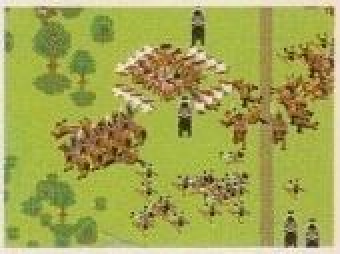
F1 WORLD CHAMPIONSHIP EDITION
Domark £30

AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.
★★★

FEARS A1200
Guildhall £30

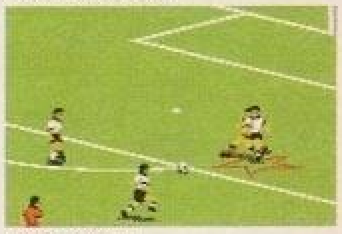
AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Foolish, Mr Bond. Exceedingly foolish.
★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)



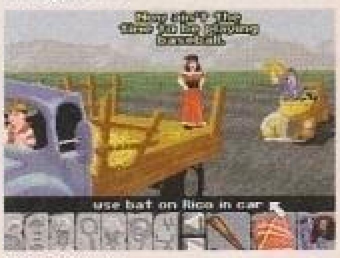
AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FIFA SOCCER
Electronic Arts £30



AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable.
★★★

FLIGHT OF THE AMAZON QUEEN
Renegade £30



AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts

games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

FLINK CD32
Psygnosis £20

AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

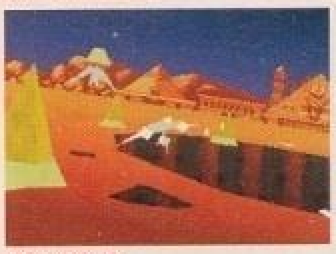
FOOTBALL GLORY
Black Legend £26

AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★★

GLOOM A1200
Guildhall £30

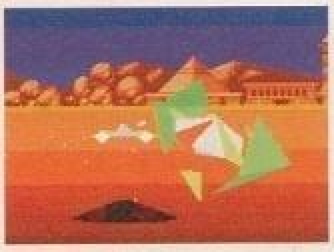
AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

GUARDIAN CD32
Acid Software £30



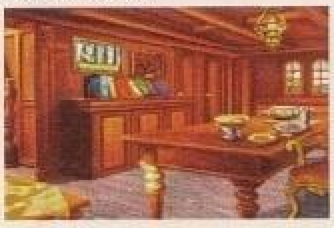
AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

GUARDIAN A1200
Acid Software £30



AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

HIGH SEAS TRADER
Impressions £35

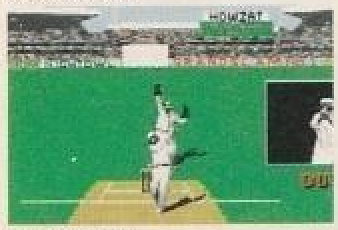


AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

HOLLYWOOD HUSTLER
Desert Star £25

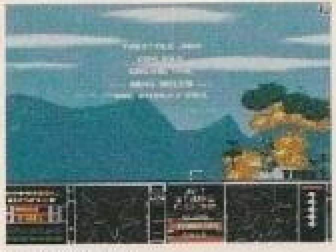
AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH.★

ITS CRICKET
Grandslam £27



AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovableness.
★★★

JET STRIKE CD32
Kompart £26



AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28

AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

KICK OFF 3
EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KINGPIN
Team 17 £13

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike. ★★

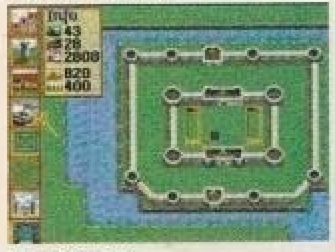
LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35

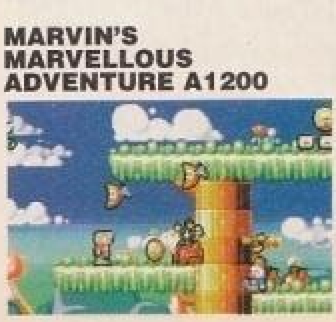


AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly compliex, but it's not going to win any converts to the cause. ★★★★

MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

MARVIN'S MARVELLOUS ADVENTURE A1200



21st Century £30
AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame.
★

MORTAL KOMBAT 2
Virgin £30

AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20

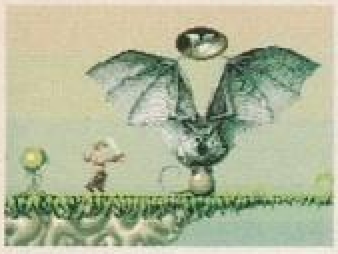
AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad.
★

OBSESSION
Merlin £30

AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

➤

ODYSSEY
Audiogenic £30

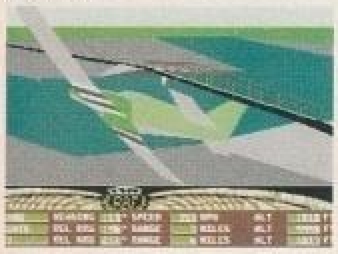


AP54 79% CW
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

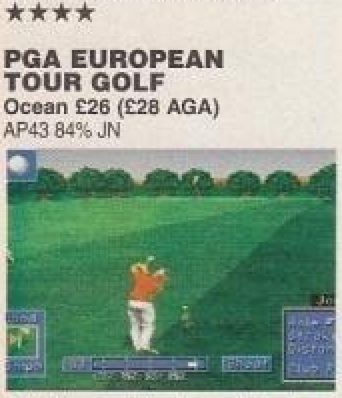
AP41 85% SF
It's a football management game with a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). The lack of numbers helps the game bounce along, and the all-round polish puts this at the top of any wants list.
★★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Great fun. And it's faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)
AP43 84% JN



Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

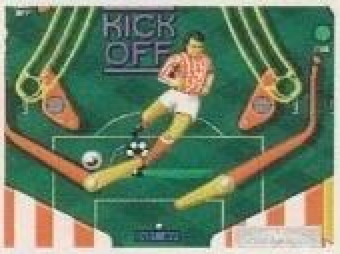
PINBALL ILLUSIONS A1200
21st Century £30
AP43 89% JD

It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

PINBALL ILLUSIONS CD32
21st Century £30

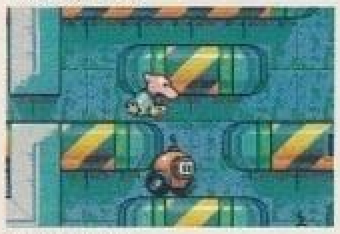
AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

PINBALL MANIA A1200
21st Century £30



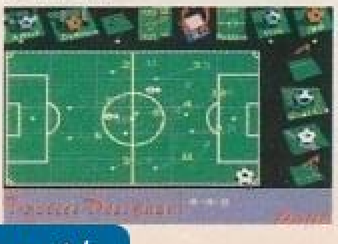
AP55 11% JN
Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession*, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle.
★

PINKIE
Millennium £26



AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

PLAYER MANAGER 2
US Gold £30

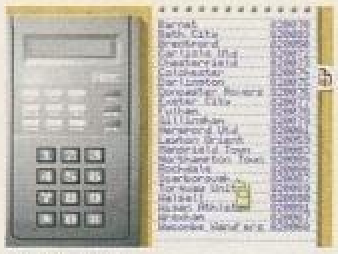


AP52 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26



AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun. A bit like watching Notts County.
★★★★

REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)

AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL A1200
Guildhall £25

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

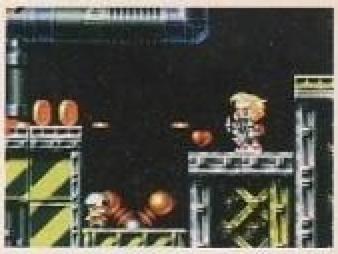
ROADKILL CD32
Acid/Vision £30

AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active,because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26
AP42 88% JD



Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUFFIAN
Grandslam £20

AP50 10% JN
A platform game of barely credible terribleness.
★

RUGBY LEAGUE COACH
Audiogenic £30

AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and you have to fumble around like a blind man in a darkened room looking for a black cat before you can fix it. Worth a look for the novelty, though. Especially if you're a professional rugby player.
★★★

SENSIBLE GOLF
Virgin £30

AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG*.
★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to

command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SHADOW FIGHTER
Gremlin £30

AP46 91% CW
A textbook example of how to do a game properly.Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely.
★★★★★

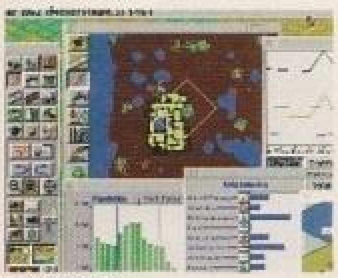
SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SHAQ FU
Ocean £26

AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40

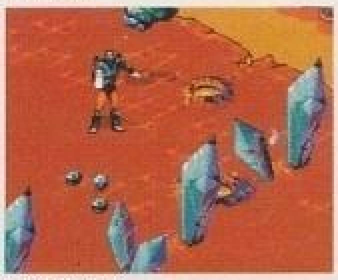


AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

SKELETON KREW A1200
Core £35



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?
★★

SOCCER SUPERSTARS
Flair £30

AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15

REVOLVER
SCORED

AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.
★★★★★

STARLORD
Microprose £35

AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)

AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)

Forward View

AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers (*"Michael Jackson" – Ed*)) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a damn shame.
★★★★

SUPER LEAGUE MANAGER AGA
Audiogenic £30

DIVISION 1 CHAMPIONS

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners.
★★★★

SUPER LOOPZ A1200
Audiogenic £15

AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off. ★

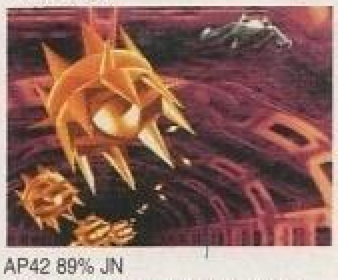
SUPER SKIDMARKS
Acid £25

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

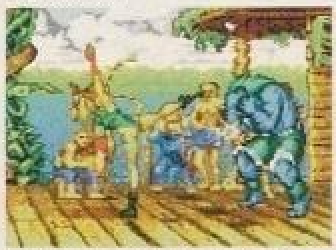
AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

SUPER STARDUST A1200
Team 17 £30



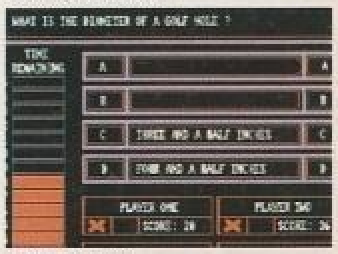
AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SUPER STREET FIGHTER 2
US Gold £35



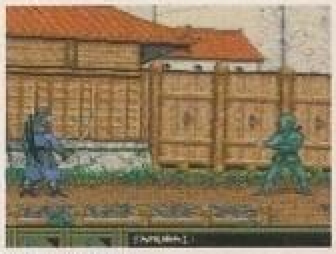
AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla A1200.
★★★/★★★★

SWITCHQUIZ
Switchsoft £29/£37



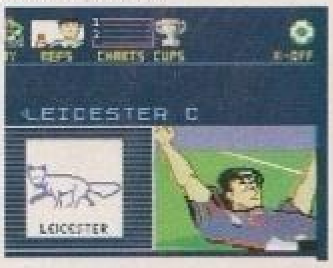
AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but with atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. *Trivial Pursuit* still rules.
★★

SWORD OF HONOUR
Megatronix £20



AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26



AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches.
★

TFX A1200
Ocean £40

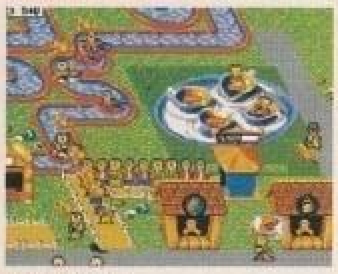
AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

THEME PARK
Electronic Arts £30
AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques

➤

today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35



AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

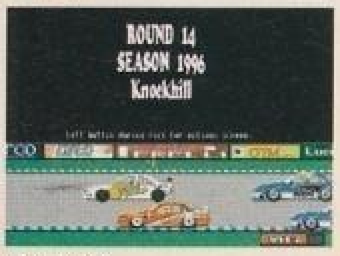
TIMEKEEPERS
Vulcan £13

AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.
★★★★

TOP GEAR 2
Gremlin £26

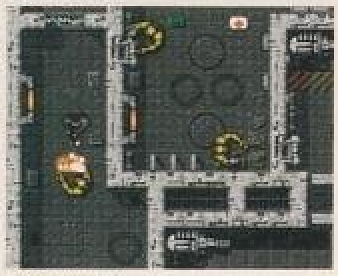
AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself. ★★

TOURING CAR CHALLENGE
OTM £25



AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

TOWER ASSAULT
Team 17 £20



AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TOWER OF SOULS A1200
Black Legend £30

AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

TURBO TRAX
Arcane £30

AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

UFO
Microprose £35

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

UFO A500
Microprose £26

HIDDEN MOVEMENT

AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER
Daze £30

AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

VALHALLA – BEFORE THE WAR
Vulcan £35

AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull.
★

VIROCOP
Renegade £26

AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

VIRTUAL KARTING A1200
OTM £25

AP55 80% PM
Technically astounding race game which biffs around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cuttles its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position *(Jockey For Position – what an episode of Pinky and the Brain that was. – Ed)* and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.
★★★★

VITAL LIGHT
Millennium £30

AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WHIZZ
Flair £26

AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a maze game. Ridiculous time limits rob you of the chance to go exploring, the fact your 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. Could have been great. ★

WORLD CUP USA '94
US Gold £26

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Notts County would beat this. Southend United wouldn't. ★

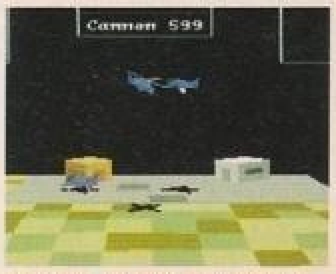
X-FIGHTER CD32
Thalion £TBA

AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

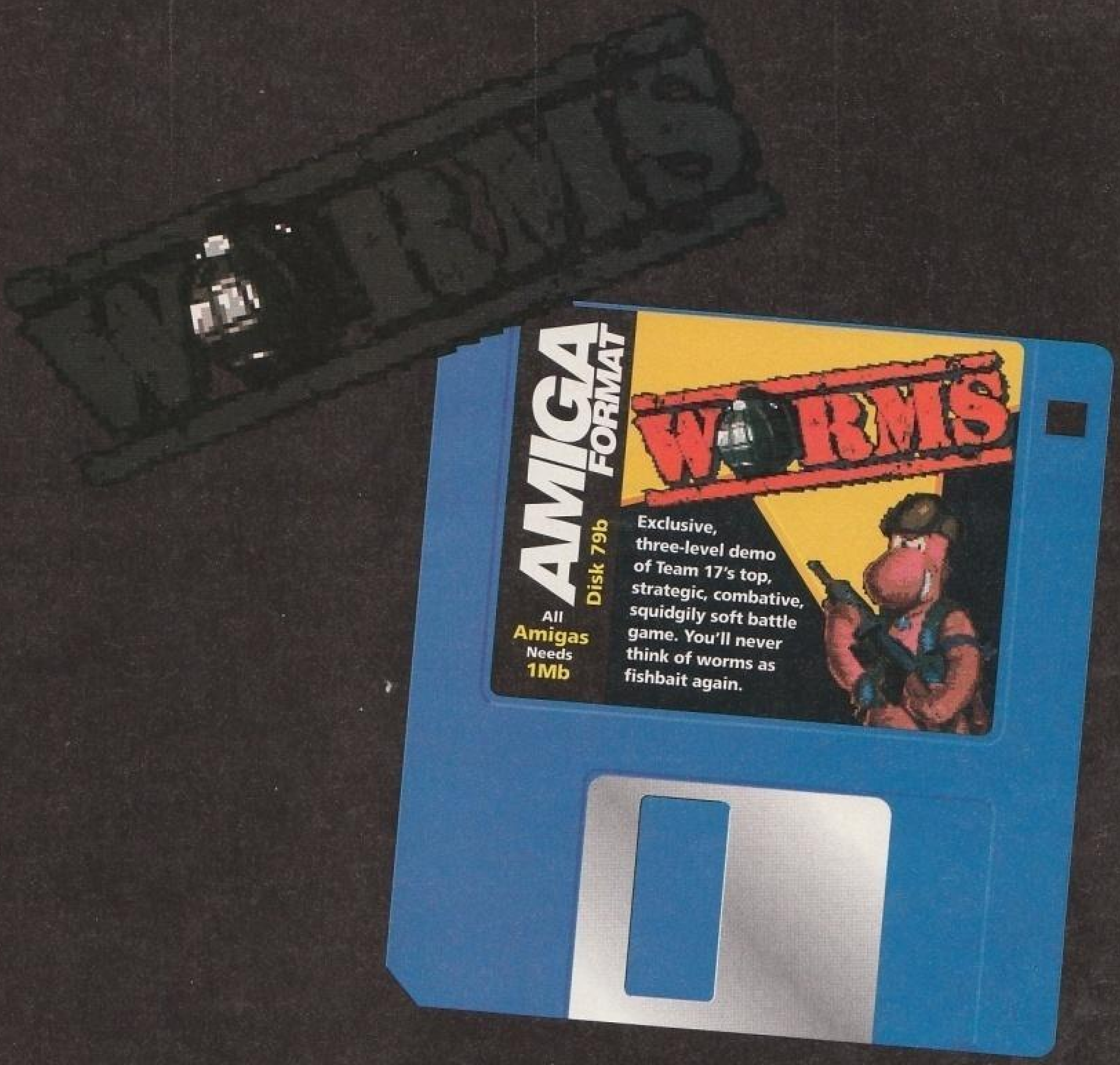
X-IT
Psygnosis £20

AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type.
★★★★

ZEEWOLF
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★



Exclusive, three-level demo of Team 17's top, strategic, combative, squidgily soft battle game. You'll never think of worms as fishbait again.

What do you think of when you think of worms? Do you picture pink, wriggly fishbait mercilessly impaled and left dangling helplessly on a barbed hook in a covert attempt to con a poor fish into snaring itself and ending its life. Or do you think of bio-degradable protein. Whatever you think, it'll all change when you read our exclusive and definitive review in this month's *Format*.

Issue 79

On sale Thursday, 23rd November

AMIGA FORMAT

THE CA

On 24th Nov 1963, Lee Harvey Oswald gave an impromptu version of Anthony Newley's classic 'Pop Goes The Weasel' on live television. It was so bad he was never seen again.

SOFTWARE

- *Theme Park* (AGA), *Sub War 2050, Civilisation* (AGA), *Banshee & Gunship 2000* £10 each. *Sensible Soccer Int, MK 2, K240, Skidmarks, Snooker & Cannon Fodder* £8 each.
Huw Watkins (01239) 682296
- *Monkey Island* £6, *Police Quest 2* £6, *Alien Breed Special Edition* £3, *Populous* (+ *Promised Lands*) £5. All originals.
Colin Powell (01784) 241847
- *Player Manager 2, Transwrite & Syndicate* £7 each. *Cannon Fodder, Ceaser Deluxe, Body Blows, Zool 2 & 3D Contsruction Kit* £5 each. Or the lot for £30. **Shakir Khan (01206) 870509**
- Hundreds of C64 software up for grabs – old & new. Send SAE for free list.
Marc Cobelli, 57 Holdenhurst Avenue, Boscombe East, Bournemouth, Dorset, BH7 6RB
- *Ishar 3, Special Edition – Pinball Dreams & Fantasies, Walker, Strike Fleet, F1 Masters, Super Space Invaders & Sabre Team A1200.* All £8 each, or £30 the lot. All originals.
David Smith (01228) 598796
- *Jungle Strike* £12, *Cannon Fodder & Desert Strike* £8 each, *Lotus 2, Top Gear 2 & Cruise for a Corpse* £5 each. All boxed with manuals.
Matthew Willis (01642) 784704
- *Theme Park (AGA), Jungle Strike (AGA), Dune 2, Ancient Art Of The Skies, Seek And Destroy, Voyages of Discovery, High Seas Trader, Lords of the Realm, UFO (AGA), Tornado (AGA), Civilization (AGA), Top Gear 2, Sim City 200 (AGA).* All £10 each and boxed originals.
John Pritchard (0151) 485 8374
- *Cannon Fodder 2* £12 or 50 blank discs.
Mark Payne (01203) 593818
- *Theme Park (AGA)* £15, *A-Train* £12, *Alien Breed 2 (AGA)* £8, *Wing Commander* £6. Send an SAE for list of more originals.
Paul Gumsley (01947) 604840 after 8pm
- *Player Manager 2* £10, *Historyline* £10, *Syndicate* & *Ceaser Deluxe* £7 each.
Shakir Khan (01206) 870509
- *SWOS*+update, *Cannon Fodder, Alien Breed, Aladdin & Mortal Kombat* £10 each ono. CD32 Pro joypad £7, Mega mouse £7, Amiga magazines 93-95 – Amiga Format & AMIGA POWER, 50p.
Roger Thomas (01633) 660139

HARDWARE

- Amiga 600+ plus 13 boxed original games, 2 joysticks, mouse, case, 50 blank discs, 45 demos, all for £250 ono. Plus Game Gear and 4 games for £40 or £270 with Amiga.
Brian Mitchell (01565) 654415
- SX1 with keyboard, two disk drives and mouse. Worth over £300 new, bargain at £180.
Henrik Allen (01273) 475014
- CD32 with SX1 pack, 22 games, 3 joypads, mouse+mat. Boxed with instructions, worth over £600, only £300.
Stuart Neilson (01923) 674456 after 5pm
- Sega Game Gear with *Sonic, Super Monaco Grand Prix, Super Kick Off, Ultimate Soccer, Shinobi, Hally Wars, Ax Battler* and *Taz-Mania.* £75
Kevin Ogden (0161) 437 2136
- A500, 1Mb, loads of games, mouse, joystick, magazines, modulator and much more. £80 or ono.
Much Joking Raynes, 267 Pelham Road, Immingham, South Humberside, DN40 1JU
- A1200, 170 Mb hard drive, extra disk drive and hundreds of games, £800.
Silver Blake (01262) 603106
- Amiga 1200, colour monitor, 340 Mb hard drive, approximately 1000 disks, plus boxed games, £650 ono. **Dean Martin (01323) 761945**
- Amiga 1200 plus 10 games including *SWOS, Shadow Fighter & Lion King*, external disk drive, joystick, joypad, mouse & mat. All boxed, £300 ono.
Rob Turrell (01634) 722617
- A500+, boxed, TV modulator, approximately 100 games, joystick, mouse, mat, various utilities, external disk drive, £200 ono.
Potent Wilson (01842) 755661
- Amiga 1200 plus 100 games £200. CD ROM drive £100. 120 Mb hard drive £90. All are still under warranty.
Jon Naylor (01757) 248756
- CD32, SX1, keyboard, disk drive, printer, 14" colour TV, optical mouse, over 100 games, £400.
Predictable Nelson, 144 Rolands Walk, Castlefields, Runcorn, Cheshire, WA7 2LB
- A1200, joystick, mouse, second drive & printer. Software including *Gloom, Syndicate*, DPaint 4, Wordsworth etc, all for £250 ono.
Graham Pratt, (01925) 823757
- A1200, 4 Mb, 170 hard drive, external disk drive, printer, 1438 monitor, VBS, 1200+ disks, loads of games & utilities, boxed as new.
Richard Colton (01378) 867957
- Super Nintendo with 3 control pads, 4 games (boxed) and carry case. All for £100 or swap for Amiga A500, A600 or A1200 with games.
Mark Goodban (01227) 742232
- Amiga 500, 1Mb, external disk drive, joystick, mouse, printer, disk full of games and utilities. £215. Must collect. **Chris Jones (01484) 608786**
- Commodore colour montior 1084S, with built-in speakers. £100. **John Pritchard (0151) 485 8374**
- Amiga 1200, 2 Mb, 80 Mb hard drive, with CD-ROM, games, accessories. Boxed, four months old, receipt, £500.
Potential Embarassment Khal (01734) 576016
- Amiga 1200, external drive, over £500 software, 2 year warranty still remaining, mint condition, 2 joysticks, 100s of magazine disks, £300.
Travis Aitken (01933) 380423
- Power Quad Speed CD-ROM+software+Squirrel, £230 ono. New 1 Gb (gigabyte) hard drive (3.5"), £200 ono. Used 120 Mb hard drive, offers?
David Packham (01734) 328681 evenings
- Amiga 1200, 170 Mb, Microvitec multisync monitor, Desktop Dynamite pack and games, £550.
Steve Barnett (01708) 477356
- A600, still boxed, over £350 worth of software, 2 joysticks, 2 mice, joypad, null modem cable, 50+ demo disks & many magazines. Worth £650, £275 ono. **Rob Davies, Uplands, Rhiw Refail, Pant, Nr. Oswestry, Shropshire, SY10 8JU.**
- CD32 with 13 games and 2 joypads (games include *Super Stardust & Guardian*). Software and console fully boxed with manuals. £250 ono
Stuart Campbell *(Eh? – Ed)* (01505) 690738
- A500, 1Mb, joystick, mouse, over £200 games including *Skidmarks 2*, Beau Jolly compilation & magazines. Buyer collects.
Alan Whitehouse (01255) 860816

SECRET
R PARK

- A1500, 1Mb, two disk drives, joystick, monitor, lots of games & cover disks, £450.
Stephen Smith (01244) 316683

WANTED

- *Little Computer People, The Sentinel, Nebulus, Moonstone* & *Yo! Joe!*. Will buy or swap.
Paul Hamilton (01392) 55839 evenings
- *Microprose Formula One Grand Prix* (boxed) and a Sega Master System Control Pad.
Mark Jones, 3 Eastwood View, Westburn, Cambuslang, Glasgow, G72 7SN
- *Airbus 320.* Will pay £10 or swap for *F-29 Retaliator.* **Alexi Tzitzas (0161) 304 9471**
- *Balance of Power* with instructions. Or Amiga Format issue 23 (June 1991).
Brain Sharkey (01383) 825433
- *'NAM.* Boxed and with manual. Will pay £10.
Joel Desborough (01494) 481335
- *Sim City* and *A-Train.* Will pay £5 each. Also *Gobliins 2* World 3 save disk. **Barry Mason, 8 Lochloy Crescent, Nairn, IV12 5BD**
- *Theme Park* A500 will pay £15, *Moonstone* £5, *Beneath A Steel Sky* £10, *Skidmarks* £10, *Sim City 2000* £10 & *Dune 2* £10. Good condition, boxed and with manuals please.
Benjamin Smalley (01455) 292321

SWAPS

- Swap my Amiga 500 with external disk drive, printer, TV modulator, 15 games, magazines and my CD32 with 10 CDs (*Gloom*, etc.) for Atari Jaguar and pad. **Rupert Harvey (01329) 834099**
- I'll swap *Kings Quest 5* for *Kings Quest 6*, and *Gobliins 2* for *Gobliins 3.*
Paul Noble (01421) 527652
- Gameboy boxed as new, carrycase, magnifier, gamelight, headphones and 8 games for CD32 with any amount of games. Money offers also considered. **Rory Currie (01361) 850227**
- Games to swap including *Cannon Fodder, Beneath A Steel Sky, F1, Heimdall 2* & *Premier Manager 2.* All boxed and instructions. All games considered. **Andy Snook (01297) 560451**
- *Microprose Golf* (unused) for *Superfrog* original. Or *Global Gladiators.*
Terry Riddlesworth (0181) 898 2989
- *Bloodnet, Theme Park (AGA), Beneath A Steel Sky, Simon the Sorceror (AGA)* & *Indy: Fate of Atlantis* for *Gloom, Detroit, Putty Squad* or whatever you've got.
Mark Saunders, Villa Nova, High Street, Godshill, Isle of Wight, PO38

PEN-PALS

- Wanted female pen pals, I am 19, I own a Amiga 1200. 100% reply. **Lee Butler, 5 Frettons, Basildon, Esses, SS14 1QN**
- Sexy blonde female searching for pen pals into Hardcore/Rave/House to influence her taste in music and write long, meaningless letters to.
Jane NoSurname-Smith, 47 Downs Wood, Epsom, Downs, Surrey, KT18 5UJ
- 21 years old male seeks fun/friendship from females 18+. 100% reply, send photo if possible.
Paul McClintock, 7 Ash Close, Littlestoke, Bristol, Avon, BS12 6RE
- I want people who want to have a penpal in Mexico City. Aged 14-25.
Miguel Angel Zendejas, Aztecas 52-ACol, Morelos, Mexico, D.F., 06200
- I'm a 15 year old A500+ owner looking for pen pals (14+) for swaps or chats. Red Dwarf Fan. 100% reply. **Jonathan Kevin, 5 Dolben Avenue, Stawick, Northants, NN4 6QW**
- 22 year old A500+ owner looking for female pen pal to swap games and chat, interests include football and films. 100% reply. **Wayne Robinson, 40 Far Lane East, Dene, Rotherham, South Yorkshire, S65 2RY**
- Amiga contacts wanted. 100% reply to fellow paranoid conspiracy buffs. **Michael Heron, 144 Fintry Drive, Fintry, Dundee, Scotland, DD4 9HD**
- I would like contacts for swapping anything to do with the A1200, and to hear from anybody who lives in Liverpool and is interested in starting a club for the Amiga.
John Pritchard, 29 Lancing Close, Halewood, Liverpool, L25 9PZ
- Amiga contacts wanted, 15+ from all over the UK. **Rob Walker, 24 Coleridge Drive, Abingdon, Oxon, OX14 5NT**
- 18 year old male see female/male for games swapping. I like grunge/rock music and think Nirvana are great.
Lee 'Kurt' Griffiths, 23 Marion Place, Newport, Gwent, South Wales, NP9 2JZ
- I'm a 15 year old lad, who's into Amigas, Rock Music & Pool. I'm seeking a male or female pen pal. **Anthony Althorpe, 37 Rye Lane, Attleborough, Norfolk, NR17 2JH**
- 16 year old girl seeking male or female pen pal to exchange fun with!!!
Samantha Althorpe, 37 Rye Lane, Attleborough, Norfolk, NR17 2JH
- Wanted! Amiga contacts to swap games and utilities. Please send a list of your software. Now! 100% reply guaranteed to all letters.
Lance Gibbons, 4 Pennine Way, Harraby, Carlisle, Cumbria, CA1 3QQ
- Male, 24, wants Amiga owners to swap games, cheats etc. Must be a bit of a nutcase.
Mark Tomkinson, 7 Neptune House, Mallow close, Cosham, Portsmouth, PO6 3EF

**The Secret Car Park is yours to use for free – but it's not for use by profit-making organisations or public domain libraries, so they'd be wasting their time writing to us – understand? Send your completed coupons to:
The Secret Car Park, AMIGA POWER, 30 Monmouth St, Bath BA1 2BW.**

THE SECRET CAR PARK

Name

Address

Postcode

Telephone Number

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

December 1995

Cowboys and Indians is a thing of the past. At last you can find out

HOW TO 'BE' IN AP

Not a month passes at AP without three or four letters asking after "work experience" (splutter!) or "a career in journalism" (guffaw!). Obviously we can't please everyone, and are, in fact, far too busy pleasing ourselves, so here, at last, (and just in time to replenish that depleted team, eh, readers?) is the definitive, ESSENTIALLY INFORMATIVE crib-sheet on 'be'ing in AMIGA POWER.

'HAVE' AN AMUSING PERSONALITY TRAIT!

The vitally important thing to remember about 'be'ing a part of AMIGA POWER is to create a character. Play up a minor part of your personality – perhaps an interest in something, or a funny way of talking – and watch the empathetic fan mail flood in to your two-dimensional mag persona. If you're stuck for something, don't worry. Arm yourself with a coin. Pick an item at random from this Instant Character Table and flip the coin. Heads you champion to your dying breath whatever you've picked, tails you despise it so utterly it brings about a physical revulsion in you. Repeat twice more, and bingo! you're a plausible AP journo.

INSTANT-O-CHARACTER

Les Dennis	Sitcoms	The letter 'P' (a bit hard, this one)
Computer games	Kinked-Eyebrow Girl from Heavenly Creatures	Mega-global corporations
Mott the Hoople	Country Dancing	Spangles

'BE' IN JUST WHO DO WE THINK WE ARE!

Chosen that two-dimensional mag persona? Cultivate it with an anecdote designed to endear you to the readers. Using the same coin with which you built up your character (or perhaps a different one – being zany and unpredictable is all part of 'be'ing on AP) decide whether you'll be honest and open (heads) or devious and secretive (tails). Leaf through a biographical encyclopaedia and choose someone from the 'H's, or possibly the 'M's. Copy out a suitably interesting paragraph and tailor it to the question of the month. Remember to take out references to being killed at the Battle of Sevastopol, unless you're 'be'ing particularly nutty. Hoo-hoo!

I 'was' in AP. And now you can 'be' too!

'BE' IN AN ABORTIVE LAWSUIT!

Give a game anything less than 82% and watch some idiot's lawyers roll up.

'BE' IN POINTS OF VIEW!

Points of View is the page where AMIGA POWER's people give their opinions on the games of the month. When we have any. 'Be' in Points of View by cutting out the appropriate strip and pasting it into place. Will you be a harsh reviewer, or do you think games are, at heart, all right? Only you, the plausible AP journo, can decide!

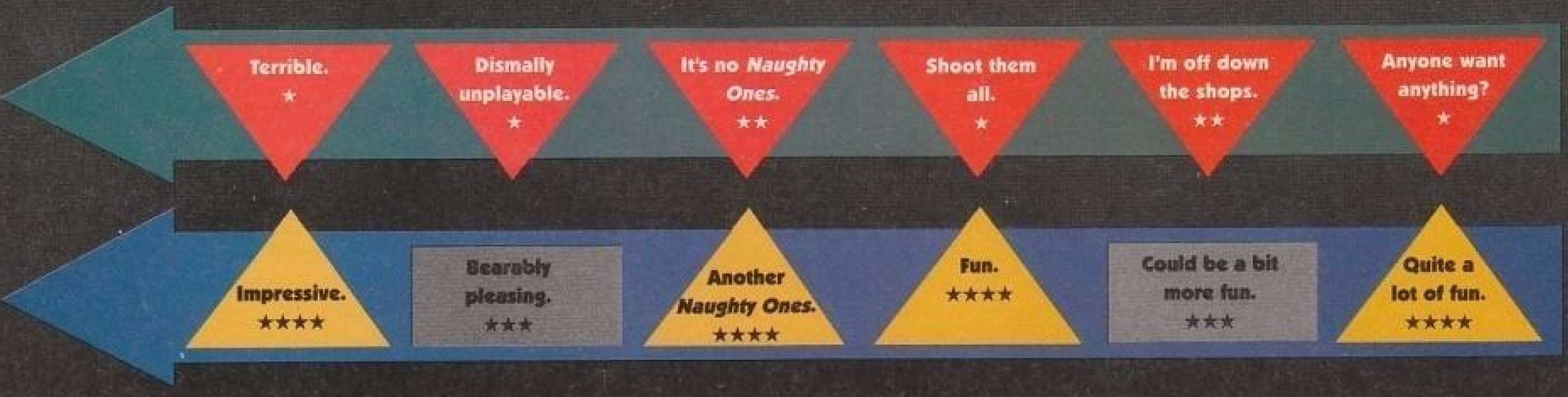
'BE' IN A SILLY PHOTOGRAPH!

A major part of 'be'ing a part of AMIGA POWER is to dress up as a famous historical character as part of an expensive, intricately-staged photograph to illustrate a joke or feeble pun. Using a passport photo booth (the same kind you used for your amply elaborate *Gloom*-in-a-photo-booth competition entry) photograph your head. Now carefully cut the picture to fit the space provided. Whee-doggie, you're a zany dude!

'BE' UTTERLY SELF-INDULGENT!

Except, of course, it's secretly ironic.

YOUR FACE HERE



99p per disk

Software Expressions

Established 1990

85p per disk for 25 or more

Introducing some of the best public domain & shareware software. These are high-quality freely distributable disks at a fraction of commercial prices

All disks are compatible for A500/A500+/A600/A1200, except (N) which indicates not compatible for 1200

EDUCATIONAL

(N.B. This includes some games)

E033	Education 1	Learn German
E180	GCSE Maths	Syllabus taught disk
E185	Astronomy	Calculates positions of planets
E193	Astronomy	A total concept disk
E234	Colour The Alphabet	Educational spelling game
E271	The Highway Code	All you need to know
E023	Electronic Train Set (1 meg)	Construct own train set
E061	Pick up a Puzzle (2 disks)	Fit the pictures
E079	Treasure Hunt	Great Kids game
E088	Pair Crazy	Good puzzle game for kids
E271	Dinosaurs	Quiz on Dinosaurs
E298	States of Europe	Information on this continent. Good
E299	Communicate	Learn how to use sign language
E301	Japanese Tutor (2 disks) (N)	Learning disk
E311	The Internet	A guide to the Internet
E312	Learn French	French verb tester
E315	Learn & Play 3	Education & Games
E331	Jigsaw (2 disks)	Match the Pieces into a Jigsaw
E339	Dunks DTP	Desktop publishing for kids
E349	Picture Maths	Graphical maths tutor
E350	Barney the bear (2 disks)	Learn & meet animals
E410	Birthday History	Gives details of events on your birthday. Good

BUSINESS SOFTWARE

B089	Journal	Accounts program
B136	Amibase Prof	Excellent database
B140	Text Engine	Excellent word processor
B153	File-a-fax	As it sounds
B154	QED	Beginners word processor
B175	Text plus VERSION 4	Excellent word processor
B178	(2 Discs) Analitic ALC	(2 Discs) Best spreadsheet available
B232	Cheque Book Account	Keep tabs on your expenditure
B240	Little Office	Word Proccessor, Database & Spreadsheet
B323	Onform	Invoice maker
B330	Easycalc	Excellent spreadsheet

CREATIVE + GRAPHICS

C130	Label Designer	Various label printers
C197	Clip-art	Stars/Logos/Explosions etc.
C198	Clip-art	Valentines and weddings
C201	Clip-art	Sport
C206	ABC Adventure Creator (N)	Create your own adventure games
C231	Audio Animation Studio	Create Cartoons
C236	Word Power	Solve crosswords & anagrams
C238	Font-farm	Multitude of printing fonts
C256	Print studio	Multi purpose printer utility
C258	Garden designer	Create your own garden excellent graphics
C263	League Database	Easy-to-use football editor
C322	Lion King (3 disks)	Good Disney clip art
C331	Signature Creator	Customise your signature

MISCELLANEOUS UTILITIES

M335	Error Information	Explains computer crashes
M340	Bar Tender (not 1.3)	Drinks and cocktail recipes
M380	Ultimate Cheats (not 1.3)	Hints and Cheats
M241	Winemaker	Database for wine lovers
M244	Lockpic V2.0	Uncover copy facilities
M245	Relo Kick V1.4	Latest D Grader for A1200
M259	Easy Spell	Spell checker/helper
M262	Essential Virus Killers	Kills all the latest viruses
M299	Tee to Green	Excellent golf-scorer
M310	Personality Analysis	Type in answers to assess yourself
M311	Cop the Lot Pro	Updated lottery helper
M332	Virus Checker V6.5	New updated killer
M333	Disk Repair Kit	Salvages damaged disks

DEMOS + RAVE

D075	Girls of sport	Pretty shots of talented girls
D106	Madonna	Pictures and music
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D287	Calendar Girls	Slideshow
D312	Rave Vision	Rave music & Graphics
D314	Nine Fingers (2 disks)	Good. Sequel to State of Art
D316	Jupiter Impact	Real pictures of planet's collision

MUSIC

M084	Pink Floyd	The Wall remix
M093	MC Hammer	Can't touch this
M094	Guns 'n' Roses	Pictures & Music
M302	Wigfield	Saturday Night mix
U244	Sound Tracker Samples (4 Disks)	100's of sounds for sampling

ADVENTURE GAMES

Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
Ad014	Adventure Solutions (2 disks)	Loads of hints of commercial games
Ad019	Dungeon Delver (2 disks)	Difficult adventure quest
Ad065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad222	Neighbours Adventure	(2 discs) Bring Paul Robinson to court
Ad245	Iron Clads (2 disks)	Graphic adventure
Ad326	Wibble World Giddy	Really good platform game
Ad421	Glassback II	Very good platform game
Ad500	The Devils Abode	3D Horror Adventure

ARCADE + PLATFORM

A010	Breakout	Classic bat & ball game
A011	Blizzard	Horizontal shoot-'em-up. High quality
A514	Helicopter (not 1.3)	Shoot 'em up
A050	Master of the Town (N)	Destroy town with mouse
A512	Transplant	Asteroids Game
A165	Super Skoda	Car racing game
A181	Quick 'n Silver (N)	Platform. Similar to New Zealand Story
A207	Flagcatcher	Find the flags. Very addictive
A209	Games Galore Ten (N)	14 excellent games
A214	Parachute Joust	Fight for parachute on descent. V. good
A221	Revenge of Mutant Camels	Good. Similar to Centipede
A226	Dual	2 player action shoot-em-up
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 Games including Glassback
A327	Tetris Pro	Tetris game with exceptional variants
A333	Icerunner (N)	Recom. Brilliant platform game. 10 out of 10
A338	Project Buzz Bar	Excellent asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best space invader game
A403	Assassins 218	Bomber 2000, Black Dawn
A404	Assassins 217	Mangled Fenders, Maze and Cubik
A433	Harry Haddock	Really good platform adventure
A434	Amiga Boy	Console games on Amiga!
A443	Nimble!	New. Addictive graphical platformer
A511	The Krillian Incident (not 1.3)	Similar to Elite
A502	Cyberman	3D Pacman game. Excellent
A503	Chaneques (2 disks)	Like Lemmings. Good
A504	Rebellion	Asteroids shoot-em-up

STRATEGY + WAR GAMES

Sim013	Bullrun (N)	American civil war game
Sim513	Bridge	The card game
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109	Wheel of Fortune	TV Quiz, computerized
Sim124	Napoleonic Warfare	High-quality simulation
Sim139	Battle of Britain	Defend the nation
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy game
Sim218	Roulette	Casino Classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Stratigic Games	3 excellent games
Sim410	Island	Excellent board-game. Build hotels & money
Sim414	Diplomacy (N)	Classic, similar to Risk
Sim415	War (N)	Top-quality 8-bit strategy
Sim158	Total War (N)	Risk type game
Sim428	The Shepherd	Populous clone
Sim431	Rags to Riches	Become a millionaire
Sim444	Ultimated Quiz	Pub-quiz clone
Sim505	Scrabble	Board-game computerised

SPORT

Sp170	Amos Criket	'Owzat!
Sp208	Grand Prix Simulator	Excellent
Sp256	Slamball	Management game of US football.Type Sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top Of The League	Addictive football management game
Sp303	Strikeball	Baseball-type action game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well-produced racing game
Sp373	Wrestling (2 disks, WB2.0 upwards)	Good fun graphics
Sp376	Unsensible Soccer	Good football game
Sp429	A Day at the Races	Simple horse racing game

A1200/A4000 ONLY

U235	Sleepless Nights	Compilation of A1200 utilities
U246	Magic W/Bench	Excellent W/B improvement for A1200
U336	TUDE	The Ultimate Degrader
U324	Lottery Winner AGA	Helps you to win!
U334	AGA Killers	Updated virus killer
U508	Videotracker 2	AGA demo-creator
D285	Fairlight	29 meg of graphics on one disk
D289	State Of Art	Famous quality demo
D290	Raving Mad Me	High quality music video
D291	Lethal Exit	Stunning demo
D300	Technotrack II	More rave music
G412	Kiss the Canvas	Boxing Game
D305	Tina Small	Slideshow of model
D310	AGA Mansell	Nigel Mansell slides
D315	Minomist Rave	Great dance demo
D509	Phoebe Cates	High-resolution slideshow
E300	Speak & Spell	Good for Learning Youngsters
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
G414	Motorola Invaders (2 disks)	Brilliant space invaders
G420	Pssst AGA	Arcade AGA game
G440	Missile Over Zenon (2 disks)	3D missile command
G441	To the Death	Street fighter clone
G442	Excellent card games III	Restricted AGA version
G445	AGA Donkey Kong	Re-hash of original. Good
G506	Battle Duel	Multiplayer artillery game
G507	Samurai Showdown	Street-fighter clone
G510	Raketz V2.25	Multiplayer thrust shoot-em-up

Blank disks

10 for £3.99

Mouse Mats

Deluxe Mouse Mats £2.50 each

CD ROM Software

We now stock CD software.
Please write/phone for prices

Catalogue disks

75p each

Details of over 4000 disks in our library updated regularly

POSTAGE

UK orders : 75p
Europe : £1.50
World : £3.00

PRICES

PD....99p per disk
90p each for 10 to 24
85p each for 25 or more
75p each for 50 or more

HOW TO ORDER

Enclose list of disk numbers along with your Cheque/Postal Order made payable to:

SOFTWARE EXPRESSIONS
18 Maple Road, Horfield, Bristol BS7 8RH

Credit Card orders only
Tel: 01179 425987 (9.30am-5pm Mon to Fri)

SANTA SPECIAL

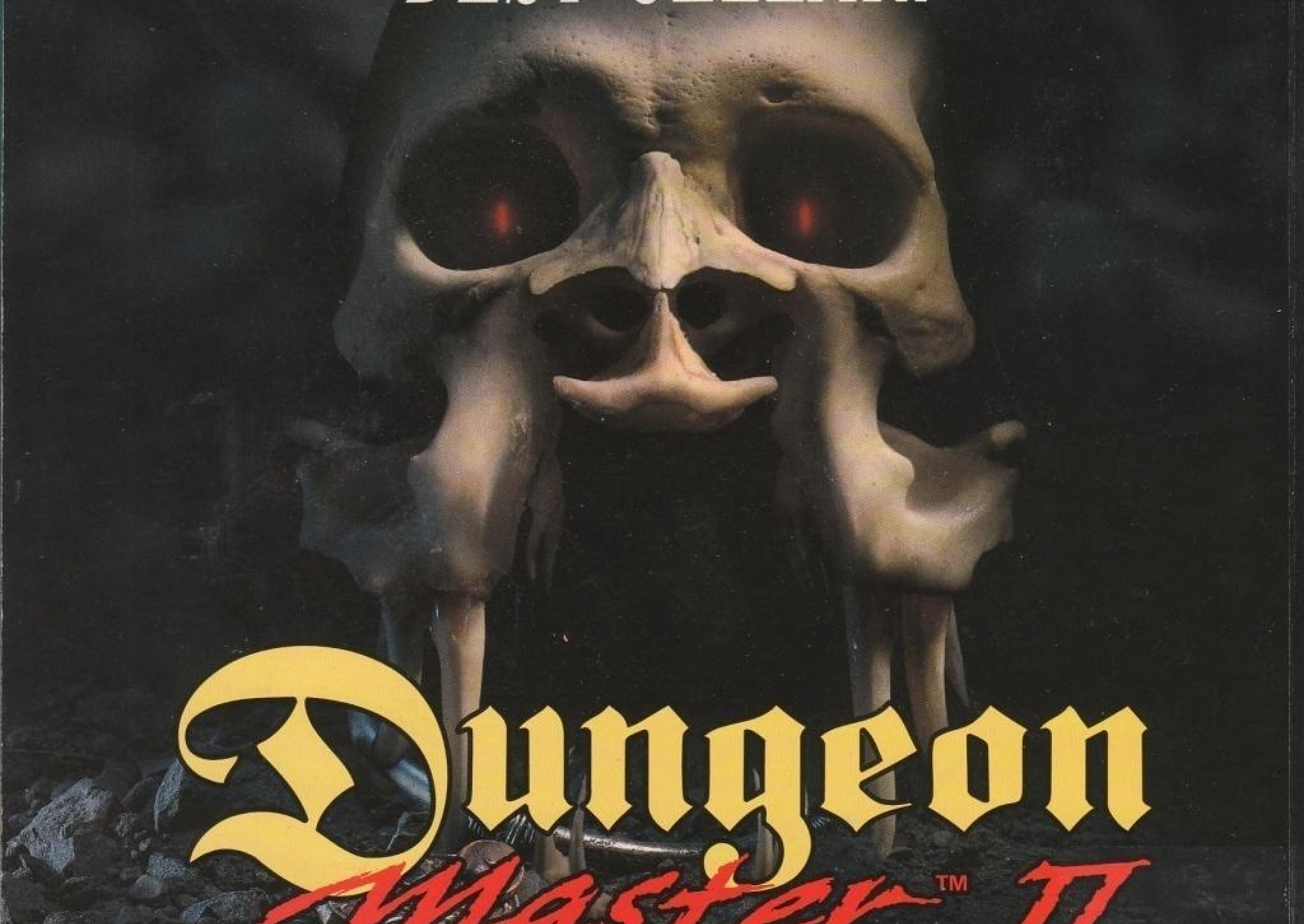
Choose any 10 disks for £7.99 ☐

OR

1 free disk for any order over £4.00 ☐

Tick box and send by 31/12/95

THE RETURN OF THE WORLD'S BEST CELLAR!



Dungeon Master™ II

THE LEGEND OF SKULLKEEP

- ‡ The most eagerly awaited sequel in the history of gaming
- ‡ Epic role playing in a dungeon world more realistic and intelligent than ever before
- ‡ Features incredible new creatures that think for themselves and learn by experience
- ‡ All new scenarios below and above ground - villages, forests and temples
- ‡ Mind-blowing special effects include lightning, rain and magic
- ‡ New easy to use point and click interface

Interplay™

©1994 Interplay Productions Ltd.
© Software Heaven Inc. All rights reserved Interplay Ltd.

Interplay Productions, 71 Milton Park,
Abingdon, Oxon OX14 4RX
Tel: +44(0) 1235 821666 Fax:+44(0) 1235 821777

FTL